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CROSSOVER SERIES

SECRETS OF THE DUST

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Alec Towton — Section M

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Table of Contents

So you are telling me that the writings of H.G. Wells were not all fiction?

A.T.

Foreword from Chris Lites

I've always been mixing and mashing things. As child, I took apart my G.I. Joes and created new characters by using bits of pieces that resulted from unscrewing them. The book you hold in your hands is in someway an extension of that. We unscrewed the lynchpin of two worlds, let the intended universe fall apart, and remixed the pieces. I'll tell you a trade secret—90% of what writers do is remixing. We take different parts of different worlds and put them together in new ways. So, from that point of view, this ***Achtung! Cthulhu*/*Dust*** mash up is just more blatant about the way in which the new is merely an interesting juxtaposition of the old. Plus, laser weapons and Mythos beasts. What more can a gamer ask for?

I want to thank Chris Birch whose imagination formed the foundation of the ***Achtung! Cthulhu*** universe, and Paolo Parent whose brilliant art brought us ***Dust***. Gio Baroni's art is, as ever, more than I could have imagined while writing. Seeing one's idea made flesh on the page by a talent such as his is enormously gratifying. Tying the whole book together aesthetically is the talented Michal E. Cross whose graphic design talent is unparalleled.

I am proud of what we made in the end and look forward to seeing what you do with it when it hits the real world—or any approximation thereof.

I hope out experiment spurs you to create others of you own.

Chris Lites

Chris Lites
Winter 2015

Foreword from T.R. Knight

When I first met Chris Birch and Lynne Hardy at Gen Con, I had no idea how much they would change my life. Chris brought me on as a proofreader under Lynne's tutelage soon after the ***Achtung! Cthulhu*** line began. I was a rough around the edges freelancer, just getting my bearings and developing my talents. Two years and multiple books later, I am a professional freelance editor, proofreader and writer in the gaming industry.

So thankful to Lynne for all her heartfelt encouragement, soft gloved chastisement, and warm friendship. I have grown so much as an editor and proofreader under her mentoring these past two years. I am a much better freelancer because of her, and my family has been so blessed to call her and her husband, Richard, friends.

Where to begin thanking Chris? I have been so blessed with the multitude of opportunities he has given me through Modiphius, the game and fiction projects, working Gen Con, and sharing with me insights into the publishing world. So thankful for the freelance opportunities and game industry mentoring, but thankful even more for his friendship. I look forward to each new opportunity to work alongside him.

I also want to thank all the ***Achtung! Cthulhu*** fans. It is through your passion and support that this incredible game line exists and these mythos stories continue beyond the campaign.

T.R. Knight

T.R. Knight
Winter 2015

• Book One •

Reverie

CHAPTER 1

World of Mythos and Dust

"You know what a miracle is. Not what Bakunin said. But another world's intrusion into this one. Most of the time we coexist peacefully, but when we do touch there's cataclysm."
- Thomas Pynchon, The Crying of Lot 49

My mother used to tell me, "Remember the little details of the day, Leo. The way the wind feels on your skin, the smell of the salt on the panes of Crystal Palace." She taught me that. Details. I remember them now. The Experiment is over. It ended. The ship, the men, they simply vanished. I digress. I am writing this for posterity, for those who come after me and want to know what the experiment was. What it meant.

Firstly, I remember the smell of the Atlantic and the chill it pushed off on the lot of us that day. Philadelphia. A name for the Americans to conjure with. Their petty fiefdom started in this city. Petty, did I say that? It would have been true a few years ago. Now, they shall be the salvation of the nation from which they split a century and half before. The Philadelphia Experiment. I should not be writing this. I should not be keeping a separate record. My mother also used to say, "Leo, always do things your own way. You are too smart a boy to listen to others." Too smart indeed.

—Extract from the Journal of Dr. Lowbeer

WHAT IS *SECRETS OF THE DUST*?

Here, two worlds meet. On the surface, they are not so different. One world is suffused with the occult happenings of the Cthulhu Mythos. The other is an alternate Earth, where alien technology pushed World War Two in new and horrifying directions. In both worlds, it is the Second World War. In both worlds, the Allies battle the Axis, but that is where the two worlds diverge. In ***Dust***, technology has allowed awesome progress in man's ability to destroy his fellow men. In ***Achtung! Cthulhu***, man is sometimes naught but the puppet of forces far beyond his ken. Magic rules the Secret War waged by spies and special operatives in ***Achtung! Cthulhu***, but in ***Dust***, magic has little, if any, place at all.

The Dreamlands bind these two worlds together. Known to those steeped in Cthulhu Mythos, the Dreamlands are the worlds of slumber where Man travels while he sleeps. There, the Great Old Ones cast long shadows and moon men trade in human cargo across vast, imaginary, oceans. In the world of ***Dust***, no one knows of the Dreamlands (refer to Chaosium's *H.P. Lovecraft's Dreamlands* supplement for further info on the Dreamlands).

In ***Dust*** 1943, a secret Allied project (p.43) broke the barrier between the two worlds. This book is the chronicle and consequence of that tear between realities.

The Dreamlands are the worlds of slumber where Man travels while he sleeps.

RUNNING A CROSSOVER

By its very nature, this volume is a hybrid. It is not wholly of either universe. In its best form, it represents elements of both. In other words, nothing here is canon. Nothing the investigators do or see should be construed as definitely occurring in either world. This is "for instance," and an entertainment— a union between two game worlds both existing in different versions of the historical World War Two.

This is not a separate game but a supplement, adventure, and various ideas for continued campaign play. Consider it a toolbox, or a disassembled piece of furniture that has intelligible directions and comes with a complete chair.

Both realties are dark and gritty. ***Achtung! Cthulhu*** holds more than its fair share of cosmic horror, while ***Dust*** replaces magic and superstition with super-science and alien weapons. As separate worlds, they have their own feel but share similar DNA. Both centre on very real facts about the War, both have elements of pulp, and both take the familiar and bend it in new and exciting ways.

As Keeper, make the two worlds seem real and fit together. Inside this volume is all the information needed to play by either ***Call of Cthulhu*** or ***Savage Worlds*** rules. Pre-generated investigators are included as part of the adventures *Perchance to Dream* (p.42) and *Destroyer of Worlds* (p.88).

This is a toolkit. The respective games are toolkits as well. Many games vary widely from the canon of both worlds—this product should be no different. However, the official history of both worlds shall remain. Super-science alien walkers (p.26) crewed by Mi-Go might appear, but afterward none of this happened. That is the goal right, to pretend?

Might as well go wild.

ACTHUNG! CTHULHU

The bulk of the written adventure, *Perchance to Dream* (p.42), takes place in the Dreamlands while *Destroyer of Worlds* (p.88) takes place in an alternate timeline created from the first adventure. Very little occurs in either the ***Dust*** or ***Achtung! Cthulhu*** canon universe. This is intentional. The Dreamlands allow a nice midpoint for the two worlds to collide. It might be upsetting if a regular ***Achtung! Cthulhu*** campaign devolves into blowing away Elder Gods with advanced alien technology, right? In the Dreamlands, that can happen with some impunity. For investigators who have been in a continuing ***Achtung! Cthulhu*** campaign, this supplement can fit into the game as a diversion or a whole new pursuit.

Cthulhu Mythos monsters are more vulnerable to advanced ***Dust*** weapons such as walking tanks than they are in a standard ***Achtung! Cthulhu*** scenario, but they are still terrifying and sanity-leeching. There is nothing required in this book if there is an existing campaign.

This next section gives a brief idea of the elements in ***Achtung! Cthulhu***.

What is *Achtung! Cthulhu*?

The world of ***Achtung! Cthulhu*** encompasses a timeline from just before World War Two all the way to its conclusion. The central concept of this game presupposes that the Cthulhu Mythos existed in World War Two but was kept secret. A Secret War was fought just beneath the surface of the public one, a war in which Mythos gods and monsters were central to the outcome of the war. The winners wrote the history, and none of them had any stake in telling the truth. Investigators in ***Achtung! Cthulhu*** attempt to use Mythos lore to turn the war toward one nation or another's favour.

DUST

A more detailed exploration of ***Dust*** follows in the next chapter. Most Keepers know ***Achtung! Cthulhu*** more intimately than ***Dust***. In brief, the world of ***Dust*** is that of World War Two infused with an alien technology known as VK. In this world, the Nazis have been overthrown and three great blocs have superseded the nations of the Earth. These are the Allies, the Axis, and the Sino-Soviet Union. In ***Dust***, it is 1947, and the war shows every sign of just getting started. Fuelled by alien technology and a crystal also called VK, German scientists were able to unlock walking tanks and field them in Stalingrad. The course of that battle was changed and with it the course of the world.

Dust is primarily a miniatures game, so for most ***Dust*** players roleplaying in this world is a new experience. If you have not role-played before, and play ***Dust*** for the ahistorical simulation it provides, this is a new experience. The best way to start is to find a game master—called a "Keeper"— who has done this before. However, if not, jump right in. If an entire party of investigators are driven insane or slaughtered, that is in keeping with the horror of Cthulhu anyway.

Until now, ***Dust*** investigators were figures on a battlefield with some interesting backstory for the heroes. You never played just one of them though. That is what you are doing here. You are one man or woman among a small group sent on a very dangerous mission. If you have role-played before, this is all old hat.

A Final Note on the Introduction

This supplement is neither designed, nor intended, to cover the breadth and depth of these two unique worlds. Since most players are likely more familiar with ***Achtung! Cthulhu*** an overview of ***Dust*** follows. Grab the books for each to feel the entire scope of either world. They are both great games on their own. This volume is just what happens when they crash into each other.

Enjoy the ensuing carnage and weirdness.

A *DUST* PRIMER

The world of ***Dust*** is the creation of Paolo Parente. It imagines an alternate World War Two in which alien technology, first discovered in Antarctica by the Nazis, changed the course of the war. The war proceeded, more or less as remembered, until 1943. Then, according to the ***Dust*** timeline, Hitler was assassinated and the Nazis overthrown. Three great blocs now control 90% of the globe, each fighting for control of the rest. These blocs are The Allies, The Axis, and The Sino-Soviet Union (SSU).

The Allies

Comprised mostly of the same nations as in the historical war, The Allies are currently on the defensive. England has been invaded as well as America. The Allied rush to technologically match the Axis continues. Elite units of Rangers have become the primary special operations force of the Allied Bloc.

The Axis

Germany, Japan, and Italy are now united under total German command. The Nazis are gone. While Japan conducts its own war in the Pacific, Germany supplies them with walkers, giving them the edge. The Axis nations make great advances until finally halted by the SSU in Russia and China. The Axis are in the dominant position in 1947, but they could easily falter.

The SSU

This bloc saw the most devastation on its own soil. Despite this, they can field the most troops and have made progress building walkers from the captured German technology. The SSU is also on the offensive in 1947, but is not as strong as The Axis.

CHRONOLOGY

These three forces compete for the new resource of war—the crystal known as VK. All across the planet, searches for deposits of VK are desperately funded. The world has been at war for almost a decade. People are tired, soldiers are burnt-out and the war continues to gather momentum. Some fear human civilisation will not survive.

Below is an abbreviated timeline of ***Dust*** events so investigators and Keepers can familiarise themselves with the broad strokes of the ***Dust*** world.

1938

Nazi explorers recover an alien craft and single occupant (called a Vrill) in Antarctica. It takes some time before their

scientists can reverse engineer the technology. In April of that year, an organisation called The Blutkreuz Korps forms in Berlin to study the alien technology.

1939

Germany invades Poland. Great Britain, France, Australia, and New Zealand declare war on Germany, thus beginning World War Two in Europe.

1940

MARCH

Blutkreuz scientists crack the secrets of the alien technology and awaken the life-form found inside the crashed craft.

JUNE

The first Battle of Paris ends with the fall of that great city. Saigon becomes capital of the French Republic.

SEPTEMBER

Germany, Italy, and Japan sign the Tripartite Pact, creating the foundations of the Axis bloc.

DECEMBER

The war in North Africa begins.

Blutkreuz scientists crack the secrets of the alien technology and awaken the life-form found inside the crashed craft.

1941

JUNE

The Germans invade Russia in Operation Barbarossa, opening the Eastern Front.

DECEMBER

The Japanese attack the American Pacific Fleet at Pearl Harbour, drawing America into the war. Germans troops reach the outskirts of Moscow.

1942

Japanese forces attack Darwin, Australia.

AUGUST

The American offensive begins at Guadalcanal.

OCTOBER

The Germans field test the first walkers, but production is slowed due to trouble finding VK ore in Antarctica.

1943

FEBRUARY

The Germans, with the use of their new walkers, conquer Stalingrad. The Soviets manage to capture one of these walkers in the battle. The VK technology is now in the hands of at least two nations.

MARCH

Facing devastating losses on the Eastern Front, the Blutkreuz Korps employs a new serum to resurrect dead soldiers.

APRIL

During a victory parade in Berlin, Adolf Hitler is assassinated. Blutkreuz Korps is rumoured to be behind it.

MAY

German troops on all fronts fall into disorganised defensive positions as a power struggle plays out in Berlin. Eventually, the military asserts control and Grand Admiral Dönitz is appointed Protector of the Axis, while Field Marshall Erwin Rommel assumes control of the entire *Wehrmacht*. Many Nazis are put on trial. Some escape.

JUNE

The Axis bloc reforms around the new German command. The Knight's Cross replaces the Swastika as their flag.

SEPTEMBER

The Allies reach mainland Italy.

OCTOBER

The Axis and Allies talk about a separate peace on the Western Front. Word eventually reaches Stalin, who feels betrayed.

DECEMBER

Stalin cuts all ties with the Allies.

1944

JANUARY

Soviet and Axis forces settle into stable lines after an Axis offensive. In Argentina, the Germans detonate the first VK-enhanced atom bomb. The result is so destructive they ban further testing.

JUNE

Rome falls to Allied forces. Operation Overlord, AKA D-Day, begins on the coast of Normandy. The Allies push to retake Europe.

JULY

A surprise Soviet invasion in Madagascar overwhelms French and British troops. The Soviets are now at war with the Allies.

AUGUST
Turkey cuts off diplomatic relations with Germany and declares neutrality. Paris is liberated, albeit briefly.

DECEMBER
The Battle of the Bulge begins as the Axis launch a counter-offensive in the Belgian Ardennes forests.

1945

JANUARY
The Second Battle of France pushes the Allies out of Paris. The Allies manage to capture VK technology in spite of the defeat. Japanese troops invade Ceylon.

JULY
The Allies respond to the invasion of Ceylon with a VK bomb of their own. The bomb wipes 90% of the island from the face of the earth. Further testing is banned.

SEPTEMBER
The Allies in France are pushed all the way back to the Normandy Coast.

NOVEMBER
The communist Chinese join the USSR and form the Sino-Soviet Union.

DECEMBER
The Axis mysteriously invade Tibet and Nepal. No one knows how they got there.

1946

MARCH
The SSU organises communist revolutions throughout South America. SSU troops follow. Soon, only Argentina and Brazil remain free of SSU control.

MAY
The Allies retreat to England across the Channel.

JULY
Operation Red Sun is launched by the SSU. Florida and Alaska are invaded overnight.

AUGUST
Operation Highjump begins the Allied invasion of Antarctica.

SEPTEMBER
The new Afrika Korps reopens the war in North Africa.

DECEMBER
Neutral nations of the world form the Neutral Nations Organisation.

1947

JANUARY
The Axis launch a surprise offensive on all fronts. England is invaded. London falls under the Axis might. Within a few months, the Allies are pushed back to Hadrian's Wall. Things look dire for the Allies. The war shows no signs of ending soon.

GETTING STARTED

While the one of the included adventures, *Perchance to Dream*, presupposes the investigators are coming from the world of ***Dust***, this need not be the case. The Keeper could just as easily decide to insert ongoing investigators into this mash-up. Investigators, too, can come into the Dreamlands from the ***Achtung! Cthulhu*** side.

This section is to help investigators or Keepers get involved in these crossed worlds. The best bet is probably to pick a universe and start from there. To add complexity, investigators from both universes could be lumped together for some reason at the outset, though that may prove slightly more difficult to explain. While the Dreamlands are the setting for most of the first adventure, this is not mandatory. See the second adventure, *Destroyer of Worlds* (p.88), for other ideas. Or ignore the Dreamlands entirely and have investigators and Mythos horrors cross between the two without the middleman.

Beginning the game in the world of ***Dust***…

Dust Origins

It is very likely investigators are a military unit from one of the three blocs. The adventure assumes the investigators are Allied Rangers (p.23). They could also be SSU Spetznaz, spies, or civilians, but this book assumes most people are playing soldiers.

As soldiers, the Keeper has a lot of leeway to order investigators to start an adventure. The Keeper can send them wherever, just as the army can in real life. Action may start in Stonehenge or in the ruins of a Chachapoyan temple in Peru as soldiers bravely assist the communist revolution there. Both cases allow investigators to reasonably transit to the ***Achtung! Cthulhu*** universe via Mythos magic.

Dust, however, is not about magic, and it is against the spirit of that game to rely on the supernatural to move the Investigators from one world to the next. Instead, transition by way of Vrill technology. Maybe—as Arthur Clarke famously stated—advanced technology is indistinguishable from magic. Perhaps Stonehenge was a Vrill outpost utilising the earth's magnetic field to bend space-time. Who knows what lies far under the menhirs?

The first adventure—*Perchance to Dream*— proposes an Allied experiment gone awry first opened a gate between the universes. The experiment could be Axis or SSU too. The Keeper wants to give the investigators a reason for being in

a new world. They might be chasing someone into the Forbidden Zone in France, or a secret Antarctic Vrill base may contain a portal the enemy is using to move troops. ***Dust*** investigators are not as likely to be motivated simply by the desire to attain rare and secret knowledge that eventually drives them mad. They are soldiers trying to win the war. Then again, so are many ***Achtung! Cthulhu*** investigators.

Here are a handful of introductory adventure seeds.

CEYLON

The team was on the ground in Ceylon when the VK enhanced bomb was dropped (p.9). The explosion not only all but erased the island; it also ripped a hole in the fabric of space-time. Somehow, through the grace of dubious quantum mechanics and a little chicanery, the investigators survived and wound up in the ***Achtung! Cthulhu*** universe, possibly still in Ceylon. The most obvious goal is to get home, but how to do that without replicating an atomic blast?

THE BERMUDA TRIANGLE

At the end of the actual World War Two, a group of Torpedo Avenger Bombers known as Flight 19 disappeared while in the triangle, they have never been found. In this opening, do not play the lost pilots, but the men sent to find them. Allied scientists have discovered a Vrill structure off the coast of Bimini is the cause of the mysterious disappearances inside the Triangle. A famous American seer and prophet made contact with the world that lies beyond the Triangle. There are terrible things inside, monsters whose very visage has driven any who have perceived them insane. The Allies have enough problems with the Axis and SSU. The investigators are sent in to permanently shut down the portal. Alternatively, the investigators work for Majestic 12 who want to weaponise the horrors and sell them for a profit. Yeah, war is hell. So is wartime capitalism.

THE VISITOR

This turns things on their head, as if they were not already topsy-turvy on their own. This time, the investigators do not begin by going into the ***Achtung! Cthulhu*** universe but by making contact with an agent from Section M who originated in the ***Achtung! Cthulhu*** universe. He says he is with their version of the Allies, and they desperately need the advanced technology the ***Dust*** Allies have to beat the Nazis. Everyone in ***Dust*** remembers how horrific the Nazis were, so the plea makes sense, at least on the surface. ASOCOM (Allied Special Operations Command) is not going to just hand over their best technology though. The orders are to check things out on the other side. If the agent turns out to be legitimate, then negotiations begin. If not, the investigators just walked into a trap.

Achtung! Cthulhu Origins

This section covers the other side. In this game, investigators are working in intelligence during World War Two. They know of horrors, things man was not meant to know and, maybe, the possibility that other worlds exist is known. Magic is the key to getting to parallel universes, not technology. Technology is respected and utilised, but Mythos power has, thus far, proved more potent. Unlike the ***Dust*** origins, likely a group of investigators are part of an ongoing

campaign. Introducing the world of ***Dust*** into that equation could upset things. Think carefully what the game should look like going forward.

Dust gives Investigators access to all sorts of technological weapons. Sure, the laser weapons and walkers run out of juice, but there is more out there somewhere. It is not nearly as dire as what happens when fantasy characters find advanced technology, but it could cause a tonal shift. Here are some ideas on how to deal with this.

Work backwards. What is a villain from ***Achtung! Cthulhu*** going to do when they discover ***Dust***? Likely, they are going to want to get their hands on some ***Dust*** technology, but let us think in broader terms. Maybe, the bad guy in question sees a couple of opportunities. Just because a portal in ***Achtung! Cthulhu*** opens under the Great Sphinx does not mean that is where the other side exits. What if the end of the gate spell exits in Stonehenge? Imagine the Afrika Korps invading England in 1940 without having to cross the Channel or fight an air war.

The Allies are probably thinking the same thing. For either side, there is ample motivation to explore the universe next door. In ***Achtung! Cthulhu***, though, there are more than just human factors motivating play. Cultists devoted to dark gods, and the dark gods themselves, may wish to spread to another world. Really, Mighty Cthulhu would not be satisfied with one world when a second can be easily taken.

Similarly, those cultists trying to rouse Mighty Cthulhu from his slumber in the ***Achtung! Cthulhu*** universe may decide it is much easier to do so in a world ignorant of the Cthulhu Mythos altogether. The Mythos does not exist in the official ***Dust*** world, but it could in some campaigns.

When two universes together collide, new possibilities arise. Strategies are going to change, the worlds might start to overlap, but more on that later. For now, have some more introductory adventure seeds before diving into the campaign in both worlds.

SECTION M DREAMTIME

Several Aboriginal Australian shamans have reported traveling to a Dreamland different from their own. They believe they have ventured into another Earth's Dreamland. Allied intelligence ignored this for a while until it hit the desk of someone in Section M.

In an old text written by a member of the Hellfire Club, Benjamin Franklin reported a similar experience. What if this place is real, or anyway as real as dreams can be? Agents need to find out if it is real and, hopefully, find it before the Nazis do. You are those agents. You are to go into a state of lucid dreaming and enter the Dreamlands Section M already knows about. From there, you need to find this other Dreamland reported in Australia and, if you do, try to wake up in that waking world.

SHANGRI-LA

For centuries, legends of a lost paradise called Shambhala or, more popularly, Shangri-La have existed among Tibetan Buddhists. Intelligence agents and archaeologists have been scouring the area looking for any sign of the vanished Eden. None have found it, but that is because they were looking on the wrong earth.

Shambhala did exist, but in the ***Dust*** universe. This is why Buddhist monks claim to travel there astrally—they really are crossing over into another world. In ***Dust***, Shangri-La was very real, it just happened to be an alien base. When an agent in Shanghai claims he has been there, it bears checking out. Granted, he has probably gone mad reading too much Al Azif again, but still, it bears investigation.

The Investigators follow him up to a lonely shrine in the Himalayas where he supposedly made his journey. If they follow his journey, they can project simulacra into the ***Dust*** universe. Then the Investigators discover the Nazis have been secretly trying to manipulate the ***Dust*** world for years.

HY-BRAZIL

Off the coast of Ireland, legend says lies a sunken island called Hy-Brazil, a place of limitless technology that sank long ago. Except it did not sink, it was only partially here. Hy-Brazil was a Vrill outpost and, yes, it did exist off the coast of Ireland, but in the ***Dust*** universe. Somehow, the technology the Vrill used there has caused the island to phase in and out of ***Achtung! Cthulhu***'s universe periodically.

A brilliant mathematician and occult enthusiast determined how to predict these phases. One is about to occur, the first that has happened in over 1,000 years. The Allies want to find the secrets of Hy-Brazil. The team is sent by boat into the sea to find these secrets out. The only problem is the Axis from ***Dust*** have just arrived on Hy-Brazil. A conflict is inevitable. Two worlds meet and war in the Atlantic Sea.

Are we dreaming of reality or is reality but a dream?

-R.D.

CHAPTER 2

America and the Secret War

"I know not with what weapons World War Three will be fought, but World War Four will be fought with sticks and stones."
- Albert Einstein

America is often called the New World, but it is not new to those who have lived there for tens of thousands of years. The story of the land goes almost as far back as that of Europe, but the records are less plentiful. Just as in Europe and Asia, the Mythos had a role to play in America. Great cities were built, long forgotten, and entire cultures rose and fell. All of this has been forgotten to time.

What follows is a sample of America's relationship with the Cthulhu Mythos and, more importantly for ***Achtung! Cthulhu***, a précis on America's involvement in the Secret War. It goes back much further than one might expect.

PRE-HISTORIC AMERICA

The first people who walked across the Bering Strait brought knowledge of the Elder Gods with them. Man's past is inextricable from the Mythos. The Old Ones were on Earth long before man and they will probably be here long after humanity is gone. Along with those who venerated the Mythos and its gods were those who sought to combat them. This struggle is an eternal part of humanity, a Manichean dualism built into the fabric of human culture. Its culmination may be the Second World War, at least for those who live in those times. As long as man lives on the Earth, the greater forces of the formless depths of space will interfere and influence humanity's path.

The oldest American civilisations are therefore those closest to the land bridge—Alaskan. The first people established cities older than those deeper inside North America, though little, if any of those cities, remain. The Tlingit culture of the Pacific Northwest coast of North America reach from Alaska to mainland America. They are the descendants of these first people, and have distant memories, in the form of oral traditions, which describe cities that came before. As people moved south along the continent, they brought these legends with them. In time, they would build new cities. All of these civilizations rose and fell long, long before Columbus first "discovered" America.

Grover's Mill is the first event that cannot conveniently be ignored.

PRE-COLUMBIAN AMERICA

The Native American tribes familiar to people today are descendants of a much older culture. In many respects, this vanished culture held more in common with today's world than those that came after it fell. America is a land where civilization rose and fell several times. The Native American tribes that remain are fragments of what was once a more contiguous civilization. At the heart of this civilization was always the war between light and darkness, the dualistic notions of the male and female aspects and the dark Elder Gods who were either worshipped or defended against. The oldest Native American legends of demons, star beings, and spirits tie-in to this great forgotten epoch when the relations between man and Mythos was no secret.

The war between light and darkness is still reflected in many of these native cultures. During World War Two, some fight alongside the allies. Among these are Tlingit Pathfinders.

POST-COLUMBIAN AMERICA

From 1492 onward, the Americas were never the same. Columbus is heralded as an explorer and discoverer by the Western World, but he is an icon of disaster for the Native American people. The English, Spanish, French, Dutch and many other nations sent colonists soon after and with them brought Eurasian diseases for which the Native Americans had no immunity. This quickly ravaged entire cultures. Conquistadors and colonists alike staked land claims and took America's riches for their own. America itself is primarily concerned with the English and Spanish settlers.

PRE-COLUMBIAN VOYAGES TO AMERICA

Like many histories in ***Achtung! Cthulhu***, the history of America's discovery is incomplete if not downright wrong. Scholars proved that the Vikings reached America around 1000 A.D., and many other civilizations are rumoured to have come as well. The Irish, the Phoenicians, the Jomon of Japan, the Polynesians, the Lost Tribes of Israel, the Romans, the Persians, and the Chinese are among some who allegedly visited the America's before Columbus. As Keeper, use or dismiss these according to the sensibilities of the campaign. They do provide an interesting twist on the American story, and explorers such as the Vikings can help tie an American campaign to the more prevalent European based campaigns.

COLONIAL AMERICA

After Columbus, America became the source of enormous wealth for Europe. English, French, and Spanish colonists staked claims on various parts of what would become the U.S.A. In Roanoke, the first English permanent settlement, Virginia Dare became the first English child born in America. A more detailed account of the Lost Colony of Roanoke can be found on pp.60-61 of the *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

In the late 1700s, English colonists began to rebel against the rule of England and it is king. By 1776, a full on revolution was taking place. In the ensuing war, the Americans won an unlikely victory and became independent. They formed a new government around the principles of democracy, but all the while they were guided by The Freemasons.

After the Revolution, America grew slowly, with more and more pressure put upon Native Americans as the settlers began to push westward. The slow expansion became a boom, and soon the Native Americans were left with tiny pockets—reservations—of what had once been their land. Yet the English brought knowledge of the Mythos with them as well and, as the two cultures warred with each other, both remained aware of the greater dualistic battle going on.

AMERICA 1776-1937

Obviously, a great deal more happened in these years than can be covered here. The country turned from a primarily agrarian nation to an industrial power. The Civil War was fought, with a Secret War of its own. The Freemasons who established America broke off into different cabals, many of them having little to do with their original purpose. One of these was Columbia, detailed below. There are also former Confederate organisations persisting in secret today. The story of America is one always tainted with the influence of the Outer Dark. Cults and sacrifices might have gone underground, but they have never been driven out entirely. The light cannot hold against the darkness. The black penumbra creeps ever closer into the light, a cataract pushing it away until there is only void.

AMERICA 1938-1945

This is when the Secret War is fully realized in the U.S. With the Battle of Grover's Mill, and the arrival of forces from the ***Dust*** universe, the Mythos cannot be ignored. Previous incidents were numerous, but never as blatant as this—see *Shadows Over Innsmouth* and the Innsmouth raid in other ***Call of Cthulhu*** publications for more information. Essentially, the Marsh family, who are related to Lt. Cmdr. Marsh in some way, became hybrid deep ones. The feds eventually raided the small New England town and covered everything up. They did so well enough that only a few inside the FBI loyal to Hoover know of the raid in the 1930s.

Hoover is a miser with his secrets and uses them to manipulate those he perceives as his enemies. It is not until the Battle of Grover's Mill in 1938 that the military gains real knowledge of what has been going on for millennia. Though one must ask the question if Lt. Cmdr. Marsh himself might have prior knowledge given his lineage and, if so, what are his motives for helping the Rangers from the ***Dust*** universe?

ORGANISATIONS IN AMERICA

America, like Europe and the other fronts, is host to many organisations embroiled in the Secret War. It is only after 1938 that this becomes apparent to those in power. While the FBI and the army encountered the aftermath of Mythos activity in the past, Grover's Mill is the first event that cannot conveniently be ignored. Below are some of those in the know.

Columbia

Columbia goes back to the earliest days of the Revolution. Formerly Freemasons, they split with their parent group as members began to experiment in the Mythos. At first, many were interested, but members of Columbia became obsessed. Over the intervening two centuries, Columbia saw themselves as America's true defenders. They do not agree with the direction the country has gone, especially during the Depression. Their goal is to assume control over the nation and use their eldritch knowledge to win the war. Of course, this is every side's goal.

Columbia see themselves as different because they believe they work for a higher, entirely human cause. This is impossible when one gives oneself over to the madness. Higher ranking members are delusional, though they yet believe in the personification of Columbia as a perfect woman who the old world seeks to violate. They hate the Nazis, but they also hate the current American government. Their power is ample, yet they have not made an overt move in over one hundred years. The last time they showed themselves publicly, they called on Nodens to create a storm which prevented the British from burning down the entirety of Washington D.C. during the War of 1812.

Having evolved from the Freemasons, and therefore the Templars, some members of Columbia worship a goat-headed god called Baphomet. This is actually an aspect of one of the Elder Gods, though only the highest tier Columbians know this.

The Federal Bureau of Investigation

Hoover is not a man to be taken lightly. His power is vast and his ethics flexible when he believes he serves a greater good. While Majestic oversees occult research, Hoover still has agents taking notes. His primary goals involve the mafia and, later in the war, the Germans and Japanese. He does not believe anything from the Mythos is real or, if it is, it is not nearly as great threat as totalitarianism.

The FBI is a major apparatus though. In the course of missions in America, the investigators are likely to run into Hoover's men. Eventually, Hoover may change his mind about this magic "mumbo jumbo." If he does, he has powerful resources at his disposal.

Majestic

An offshoot of the OSS (Office of Strategic Service) founded in 1942 under the direction of President Roosevelt, Majestic is America's equivalent to Section M. In the ***Achtung! Cthulhu/Dust*** crossover timeline, Majestic (MJ), is still lead by Colonel Donovan. However, both the OSS and MJ are created earlier, in 1939, following the events played out in the two adventures founf in this book.

The investigators are therefore instrumental in the founding of Majestic. While Colonel Donovan had previous experience with the occult in World War I, and many other Americans in official positions have seen elements of the Mythos, it is not until the team comes from another world that Roosevelt is convinced to take action.

They may find themselves as the first agents of the newly christened Majestic and begin training others. Sally Armitage (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.74-75) continues being in charge of Majestic under Colonel Donovan at OSS. Other changes are left to the individual Keeper depending on how the adventures went.

The Freemasons

The Freemasons began as stonemasons in the Middle Ages. Since that time, rumour and conjecture have surrounded them. In this reality, the early Freemasons were absorbed by the Knights Templar following that group's dissolution in 1307. The Templars idolized the Temple of Solomon and practiced "sacred geometry."

This philosophy extends beyond mere architecture in the physical sense and eventually led them to create a new republic adhering to their ideals. The result was America. Two centuries have passed, and that experiment continues. Many in power, including President Franklin Delano Roosevelt, are Freemasons. Washington D.C. itself is designed with patterns and masonic icons coded into the layout of its monuments and streets. Freemasons, and Columbia, practice a principle known as dualism. They believe that the male and female aspects are equally divine, and the union between these produces the wisdom and enlightenment to usher in a new age.

STRANGE PLACES AND ARTEFACTS IN AMERICA

Serpent Mound

The largest serpent effigy in the world, this construction stands three feet high and extends 1370 feet. Experts have variously attributed the building of Serpent Mound to several prehistoric cultures, but there is evidence to support the theory the Serpent Mound is merely the small brother of a far more massive serpentine construction made by unknown peoples. Some involved in Mythos research say the mounds were dedicated to chthonians, or even that the chthonians once had a city in the area which utilized human slaves. Other evidence of this chthonian culture is rumoured to exist deep within the vaults of The Smithsonian.

Kensington Runestone

Found embedded in the roots of a tree at the end of the 19th century, the Kensington Runestone appears to be written in runes used in the 14th century. The text speaks of a land claim made, possibly, by the Knights Templar. It also mentions the Holy Grail, though whether the group was in search of it in America is unknown.

Widely dismissed as a hoax, few take the Runestone seriously. However, the Black Sun, in their quest for the ancient Aryan runes, is deeply interested in this object once it comes to their attention. The stone is currently located in small museum in Kensington, Minnesota. If the stone is real, Norse people, and possibly Templars, came to America in 1362.

Los Angeles

Always something of a melting pot of cultures, America has two of the finest examples in the great cities of either coast. Los Angeles is infused with the fallout from the Spanish conquest. The Conquistadors have a history with the Mythos' dark gods. From the Inquisition to the conquest of the New World, Spanish priests went to great effort to burn all tomes that spoke of such foul beings and destroy the glyphs depicting them. In Los Angeles, descendants of these zealots still exist under the name of The Inquisition. A small group, their purpose remains the same—to wipe out all knowledge of the Mythos from mankind's memory. Ignorance, they believe, is all that can protect us.

Hollywood is also subject to the lures of the occult. Actors and actresses, producers and directors all dabble in the fashionable weirdness the occult offers. Most find nothing more than parlour tricks and pulp magazine-inspired fun, but a few wander off into the darker corners of Los Angeles where real cults exist, and the names of the dark gods are spoken only by those mad enough to vocalize them.

New York

A mix of hundreds of different cultures, some of those immigrants who came through Ellis Island brought darker customs and legends with them. America's shores are where many seeking a better life wash up, but it is also the destination for those with ill intent.

From the mysterious Orient to the traditional religions of African tribes, there is often, somewhere in the background, dark gods lurking. In the 1920s, several aspects of Nyarlathotep plagued the world. New York was a hotbed of one such cult.

Today, dozens of cults work to do the bidding of their fell masters, while the world marches to war. Even a city this big, with its monuments to human innovation, would curl under the gaze of Mighty Cthulhu or his ilk.

The Germans have infiltrated some of these cults and spy on the American war effort in this city and elsewhere. Just as agents of Section M fight the Nazis in Europe, so too do the Nazis secretly plot against the Allies in America. Taking the U.S. out of the war would be a killing blow to the Allied war machine.

Washington D.C.

As previously mentioned, patterns are coded into the layout of Washington D.C.. They were planned when the city was first conceived, all to serve in a massive, future ritual. What that rite is, no one knows, but under the power brokers of Washington lurk shadows where dark things dwell. More than one congressman is in thrall to an Elder God, and The White House is not immune to infiltration. The Mythos' tentacles have a long reach and have worked their way into the cracks in democracy.

I have friends who are Freemasons. They are wonderful people.

– Peggy

CHAPTER 3

The Continuing Campaign

"If you want a happy ending that depends, of course, on where you stop your story."
- Orson Welles

Whichever side the teams starts from—***Dust*** or ***Achtung! Cthulhu***—it may get incorporated into the mix of a regular campaign. While this provides even greater stakes—the fate of two worlds now hangs in the balance—it also generates questions that need answers.

What is the scope of the campaign? Adding another world increases the scope. It also increases the locations available. The same applies to alternate history gaming like ***Dust*** and ***Achtung! Cthulhu***. After enough games, players have learned all the tropes. They may still enjoy them, but being surprised is a tall order for an experienced gamer. Most of the time, players take players take comfort in these tropes in the same manner as favourite TV shows. People have certain expectations, and if the tropes fail to deliver, can be disappointed.

Now, the ***Achtung! Cthulhu/Dust*** crossover can inject some needed freshness into a game. There are a lot of cross-world tropes players have experienced already. Cross world adventures are their own trope, but no one has mashed these particular two together yet. It can be serious and grim and even, within limits, realistic, but it has to be fun above all else. That is what the Keeper wants to do too. Make these parallel worlds into an enjoyable campaign.

This is a new universe. It is comprised of two known quantities but, like chemical reactions, when combined they produce something different. So take some time to think about what that means practically for the game.

As mentioned, the scope of the game has likely increased. More than that, there are now two distinct, and very destructive, world wars occurring in proximity to each other. Limit how much bleeding occurs between the two universes, but chances are the magic or technology between them is going to get out. When it does, both wars are going to change.

Look at it from the Allied point of view, since they are more consistent in both games. For the Allies, fronts have potentially doubled. Depending on when in each war's timelines the crossover starts, all sorts of things could happen.

In ***Dust***, the Nazis were overthrown and many executed for war crimes in 1943. Not so in ***Achtung! Cthulhu***. Allies in the ***Dust*** universe have enough to deal with in 1947. A fully powerful Nazi *Reich* from another world is not something they need. All the horrors of that part of the war suddenly return.

Consider the Allied point of view from ***Achtung! Cthulhu*** towards ***Dust***, and a different picture emerges. Here is a world where the Nazis have been beaten. The Axis is powerful, maybe more powerful than that world's Allies. Sure, they are enemies here in ***Achtung! Cthulhu*** but neither faction is like the Nazis. The Axis from ***Dust*** might be willing to help the Allies defeat the Nazis.

And what if Stalin finds out how the Allies treated his alliance in ***Dust***? He is already paranoid and has been betrayed once. He could decide to attack the Allies on the Eastern Front as soon as the Nazi threat is dealt with. This could turn World War Two into World War Three with Cthulhu in the middle.

Set aside the great blocs and nations and turn to smaller states. Italy, if it had access to ***Dust*** weapons in ***Achtung! Cthulhu*** or Mythos horrors in ***Dust***, might become more powerful than Germany. What if Italy takes the lead in the war? Or America might find the ***Dust*** technology first and decide to keep it for themselves, secure that the war cannot reach them and, if it does, they have super weapons to end it. America was isolationist before Pearl Harbour.

If Cthulhu somehow got injected early in the war, how might Vrill technology have developed around Mythos lore?

Could the atomic blast that devastated Ceylon be part of the largest sacrifice in human history and thus designed to wake the Great One himself?

Similarly, ***Dust*** technology might appear early in ***Achtung! Cthulhu***, giving the armies of that world a measure of strength against their eldritch foes. Mounting laser canons on hunting horrors and using them as air support is probably far-fetched, even for this crossover, but the intro of either game into the other is going to have a ripple effect. Part of the fun of being a player is the feeling that you can actually change the game world. Here, the investigators can be the catalyst for that change as well as the ones who must deal with the fallout.

The Elder Gods are not going to like humans messing about in their kingdom.

INVESTIGATORS IN THE CAMPAIGN

Whether starting with investigators from one world alone or not, it is entirely likely the campaign evolves to include investigators from both. When the Section M investigator from ***Achtung! Cthulhu*** is killed, his player may decide a power-armoured superhuman like Winter Child is next on the list for him. Opening the portal between worlds can mean opening a campaign to significant changes. That can be a good thing though. No one wants to play in a world that is static. Change motivates narrative, and change creates character. If character is plot, how do the occupants of either game world deal with the realisation that another Earth, very much like their own, exists?

The question is more philosophical than mechanics related. The Keeper may certainly impose sanity checks if they wish, but the issue is probably best left to roleplaying. What happens if the Investigators meet their döppleganger from the other universe? Are they on the same side? What is unique about being "you" when there is more than one, suddenly? An entire campaign might focus on the investigators fighting their döpplegangers for the fate of both worlds. Very tough to beat an enemy who not only thinks like you but is, in fact, you.

CONGRATULATIONS! YOU'VE BROUGHT ON THE APOCALYPSE!

If the Keeper decides to pursue a campaign between the two worlds, set some ground rules. A sample campaign timeline is given to show how events might unfold. In it, the two universes become bound chronologically after a certain number of trips between the two have been made. Further, travel between the two worlds is limited to the Dreamlands. One cannot reach the other without having to go through that very dangerous realm. This puts some restrictions on what can happen collaboratively between both worlds.

No one world can simply bring their technology back to the past of another as the timelines are now joined. Likewise, any invasion of the other realm first crosses the Dreamlands. The Elder Gods are not going to like humans messing about in their kingdom. Minimal interference is ignored, but an outright invasion of the Dreamlands triggers the end of both realities. This is what happens in the presented timeline.

The Keeper is free to go down that route if desired, but such a situation can spiral out of hand quickly. Keep the Secret War secret and VK scarce. Spies and small groups may tangle with each other and try to form trans-world alliances, but big war machines roll over grander ideas. If they do not, a much longer timeline than the one shown below might be needed.

There is not enough space to pack an entire campaign into this book, but ideas for the Keeper to ruminate on, and possibly avoid, are included. Think of this as a warning to both Keeper and investigators who would mess about with the two worlds indiscriminately. This is what happens when two worlds collide and then explode. With that in mind, the timeline begins where the included adventure, Perchance to a Dream (p.42), ends.

1938

The Battle of Grover's Mill is, in this case, won by the team, see *Perchance to Dream* (p.42). They prevent the Black Sun from opening a permanent portal between the Dreamlands and ***Achtung! Cthulhu*** earth. They have won the day. Unfortunately, they are now stuck in 1938, years before they left their ***Dust*** home. This presents significant issues for the investigators. For Rangers, they are trapped on another world. In either case, look at the broader impact their mission has on the two worlds.

Following Grover's Mill, the U.S. Military utilises Orson Wells to stage a cover up of the entire affair. The battle is passed off as a hoax, a stunt Orson pulled to gather attention for a War of the Worlds broadcast. Some of the public still panic but, overall, they buy the hoax story. No one is aware of what really happened at Grover's Mill except for the highest authorities and those who were there.

The U.S. Military secures all the evidence and begins to attempt to reverse engineer ***Dust*** technology. Without VK, which is not found on the ***Achtung! Cthulhu*** earth, progress is slow.

The team from the future knows a great deal of what is, to them, useful knowledge of future events. This allows the Allies advanced knowledge of Germany's invasion of Poland and France. It allows them to prevent the attack on Pearl

Harbour. The coming years drastically change for the world of ***Achtung! Cthulhu***. They do not alter for ***Dust*** until 1947. The three portals between the two universes have bound them together. It is 1938 in ***Achtung! Cthulhu*** but 1947 in ***Dust***. The two worlds are synched now, and no time travel via the Dreamlands is possible going forward.

1939

Churchill becomes Prime Minister early. FDR and he have been in secret dialogue since 1938. America is still isolationist, but FDR has spent the last year turning the country away from that policy. The Nazi and Japanese threats have become a huge national issue for both countries. Britain is no longer alone in Europe. Roosevelt has used public support to increase spending on defence. This ends the Depression in America earlier than otherwise.

The Axis sign the Tripartite Act in response to the increased build-up of British and American forces. Germany invades Poland, but the Allies are prepared for this advance. Hitler is stopped in Poland. The war begins with the British and French on the ground. The Americans soon follow.

1940

Sensing that the Americans are preparing for war and facing harsh sanctions on the oil they need to run their war machine, the Japanese attack Pearl Harbour a year early. Unfortunately for them, the Allies have nothing but fake ships there. The Japanese are defeated at Pearl Harbour, and their Pacific advances are quickly halted. The Allied forces have new machines the Axis cannot compete with. These machines are not powered by VK, but are the result of that technology. While not as powerful as the ***Dust*** versions, these walkers (p.26) and other vehicles have stopped the Axis offensive dead.

Meanwhile, the Nazis, halted in Europe, turn to the risky use of Mythos magic with renewed vigour. They cannot win the war without it. The Secret War goes public on October 1, 1940 during the battle of Warsaw. Byakhee assault Allied air power over the city allowing the Germans to take Warsaw. The war has escalated.

1941

The Russians, having thus stayed out of the war, make an alliance with Mao. Clearly, there are forces at work neither country understands. Joining as one gives them the strength in troops that both the Allies and the Axis lack.

The Nazis and the Japanese both experiment with more occult techniques and make major gains in so doing. However, unbeknownst to anyone, the world of ***Dust*** has not stopped their experiments and, in November of 1941, the ***Dust*** Axis cross into the Dreamlands and see an opportunity to use the Mythos to win their war. An ugly deal is struck between the Nazis and the ***Dust*** Axis. The Nazis tutor the SS in profane rites, while the Axis supply the Nazis with technology and limited VK to power it. This is the fourth portal opened between the two worlds. No one yet realises it is drawing them closer and closer together.

1942–1943: The War in the Dreamlands

Having figured out how to bring modern weapons into the Dreamlands, there is now a third front to this war that exists outside normal time and space. All over the Dreamlands, *Panzer*s and walkers race across the land fighting for control of that terrain—and thereby the portals between worlds.

The Dreamlands, for its part, is not united and soon falls under the dominion of the Allies [now united between both worlds] and the Axis-Nazis.

The Elder Gods respond. It is without question that they win. Cultists loyal to them rouse them from their slumbers, free them from their chains and allow them to run roughshod over the ***Achtung! Cthulhu*** Earth. By 1944, all is lost. The Mythos rules Earth now. The plans of men are paper toys torn apart in violent winds.

1947: *Dust*

The Mythos knows about this world now too. It wants more. As the Dreamlands of the two worlds merge because of the fighting, the worlds themselves become one. People fuse with their döpplegangers. The two planets meld with each other. Chaos and horror reign over the petty fiefdoms of man. In the end, there is only one world left and one Dreamlands—all of it ruled by the Great Old Ones. The war to follow is their war, and man shall not survive that conflict. He shall not even play a role.

Trickery, deceit, and assassinations happen in both worlds. Big battles happen in both worlds too.

How to Avoid Armageddon

Make rules and stick to them. Fuse the timelines in place and allow only limited contact between the worlds. Keep the scale small. Remember, the war is about the entire world, but the Secret War is known only to the few. After Germany is defeated and the Japanese surrender, the Mythos goes on. As illustrated above, Lovecraftian horror is all about how insignificant a role man really does play in the cosmos.

There are plenty of ideas in the above timeline, but it also serves as warning, or perhaps encouragement, for going off the rails.

Now, Say You *Don't* Want to End the World?

That is possible too. This being Cthulhu though, well, the world might end anyway—but it does not have to because of bad design by the Keeper. It is still tricky to cross-universes but, by mitigating the circumstances in which it can happen, it opens the door to some interesting—but less time alternating intensive—games.

These campaigns focus on one shot, or even two shot, transportation between worlds. Limit the investigators' ability to move between worlds and thereby limit the consequences to the two worlds. In the first adventure (p.42), a ***Dust*** Axis invasion of the ***Achtung! Cthulhu*** world in 1938 is thwarted. That opens a lot of messy possibilities down the road as outlined above. However, there is no need to go down that road of forking paths. Instead, the Keeper may dump the investigators into the world of choice and strand them there. They have an immediate objective—getting home. It is a compelling way to run a mixed campaign without destroying continuity.

Espionage is big in both versions of World War Two. The Secret War is waged behind the scenes, as is the pursuit of Vrill technology. Trickery, deceit, and assassinations happen in both worlds. Big battles happen in both worlds too. With that in mind, here are two possible ideas to run a campaign that strands investigators from one universe in the world of another.

CLOAK & DAGGER

This is a classic spy campaign with a twist. Instead of gathering intelligence on the enemy in their world, the investigators are sent to the world of ***Dust*** to gather intel on that world. Think about it, if the Allies found a portal to another universe in World War Two, it is fairly certain they would have tried to find out what was going on inside that reality. That is the premise of this campaign.

Achtung! Cthulhu investigators are sent to spy on the world of ***Dust***. They are not there to just spy on the Axis but the Allies as well. Everyone has VK technology and the Allies in the team's native ***Achtung! Cthulhu*** world wants to get it for themselves.

This is where the investigators come in. Except, they soon learn that the technology is not just futuristic, it is alien. That is when things get complicated. Are these aliens Mythos Old Ones? Are they Vrill like in the official ***Dust*** universe? That is up to the Keeper. Finding out is going to require infiltration of one of the bloc's intelligence organisations. The team might try to pass themselves off as members of ASOCOM or even the Axis equivalent called Vormund. Either way, they have to build a legend for themselves.

Each session, the Keeper peels the onion back a little further on the secrets of the ***Dust*** world. This works especially well if the investigators are not familiar with ***Dust***. If they are, go with that knowledge and subvert it. Perhaps the Vrill are neither aliens nor Mythos gods. They might be

beings from yet another parallel world—one that is collapsing, necessitating the need to "colonise" other realities.

It is not just ***Dust*** that would be threatened but the investigators' home reality as well. In this campaign, the Axis or Nazis are not the threat so much as is the domination of both universes by aliens. Perhaps even the Old Ones fear the Vrill—that would really say something very nasty about this new race.

COMBAT! COMBAT! COMBAT!

This campaign eschews espionage and intrigue for a combat focused game. The war—that of the frontline grunt—is what the investigators concentrate on. Investigators come from the ***Dust*** universe through an accidental experiment—maybe the one in the provided adventure (p.42). Once there, they are not only stranded, but realise the technology they have is very, very powerful.

The Investigators might join this world's version of the Allies only to learn about the Mythos. What sort of horrors are these? Magic is real here and horror, a different kind of horror from war, is pervasive. The thing is, when the Investigators crossed over, Nyarlathtotep noticed. He stumbled on a new world to conquer. The Old Ones want the ***Dust*** world as much as they want this one. After all, there is no one there to bind them or keep them slumbering. They could take over with ease. Even the mighty weapons of ***Dust*** are no match for the Elder Gods. Or are they?

The investigators need to get home to find out. That is a whole campaign right there. First, they have to find out about the Mythos and then warn ***Dust***. But there is no one here who has such an experiment. Instead, a wise, but crazy, man in Section M recommends using magic. Of course, a ritual that opens a gate between both realities is no small thing. They have to cover the globe searching for artefacts to transport them back to ***Dust***.

On the way, they run into all sorts of Nazis and unworldly horrors. They also find themselves fighting on every front. This is no game of spies and spooks, but real, hellish war. Everywhere they go, they find themselves in the middle of battle. In that way, it is a lot like home. At the end, they discover the ritual opened a *permanent* portal between both worlds. Will the Investigators choose to remain in the ***Achtung! Cthulhu*** universe to save their own? If they do, is closing the portal even enough to work?

NOW YOU'RE TALKING! GIVE ME SOME TRUSTWORTHY SOLDIERS, PLENTY OF AMMUNITION, AND POINT US TOWARD THE FIGHT.

— SGT. CARTER

CHAPTER 4

Converting Cthulhu

"Searchers after horror haunt strange, far places."
- H. P. Lovecraft

While the entirety of this book is a conversion of sorts, players might wish to take their ***Achtung! Cthulhu*** investigators, or those herein, and convert them to the ***Dust Tactics*** miniatures game. The climactic battle of the first included scenario (p.42) is particularly designed for such play. This section outlines some general guidelines for such conversion.

The first thing to consider is the difference between a miniatures game and an RPG. In an RPG, a character is an avatar inside that game world, limited only by player imagination. A miniatures game, by its nature, limits what any "character" can do. When making the conversion, the Keeper might find it is a bit too easy for a much loved investigator to be killed in a ***Dust Tactics*** game. If this happens, be kind and do some fudging. The player should not be penalised for having to make his investigator into a "model" with inherently less options than an RPG.

SKILLS & ATTRIBUTES

Neither skills nor attributes hold as much weight in a miniatures game and, in ***Dust Tactics***, even hero models cannot perform much outside the defined rules. This is the nature of a miniatures game which takes a tactical approach to the gaming experience. There might be a favourite model, but the unit is the standard by which the game is played. There is no "I" in "team" and all that. For this reason, it is less satisfying to convert a long-played Hero to a mere "member of a unit."

In ***Dust Tactics*** there are models known as heroes. Each character is a hero model. This still does not allow for the Hero to perform a good many of the tasks for which they were designed. There is no fast talking on the miniatures battlefield.

The conversion of Skills and Attributes is therefore somewhat unimportant. The Keeper should, instead of trying to shoehorn skills and attributes into ***Dust Tactics***, simply revert temporarily to either ***Call of Cthulhu*** or ***Savage Worlds*** to play that portion out when necessary. Consider the miniatures game a wide-shot and this the close-up. When close-up, allow the RPG rules to rule the day.

To avoid unnecessary complexity, do not attempt a precise conversion but an approximation.

CONVERTING THE INVESTIGATOR

A ***Dust*** model is based more on their equipment and an abstract of skill than they are on the details of an RPG character. As such, some approximation is necessary. What an investigator is armed with counts for more than what he or she can do. After all, this is not an RPG. Take the basic equipment and use the closest parallel in the ***Dust*** world. For example, an M-1 Garand becomes an M-1 Assault Rifle. A bazooka is pretty much a bazooka.

To avoid unnecessary complexity, do not attempt a precise conversion but an approximation. While the ***Dust*** battlefield is littered with awesome weapons, the basic gear of the grunt is not entirely unfamiliar. If an investigator possesses ***Dust*** technology, so much the better. He or she lasts a lot longer in a suit of ***Dust*** power armour than just attitude between them and a laser canon.

Models in ***Dust*** Battlefield are rated by armour and weapons with some additional special rules for different units. The investigator is rated the same way. Any armour is reduced to four classes:

1. Unarmoured
2. Lightly Armoured
3. Heavily-armoured
4. Extremely Heavily Armoured

Most investigators from ***Achtung! Cthulhu*** are going to be lightly armoured at best. This is another reason why adding ***Dust*** equipment to an investigator is a good idea. More than that, it is fun, and gives a real reason for playing things out as a miniatures game. If role-playing the combat, there is no need to rescale to the miniatures mentioned above.

The second category that defines a ***Dust*** model is the weapon or weapons it holds. For the investigators, this is a pretty simple conversion. Simply take the arms usually carried and put them in ***Dust*** terms. Do not over think the issue. Find an analogue weapon in ***Dust***.

MAGIC ON THE BATTLEFIELD

Dust has no magic in its universe but ***Achtung! Cthulhu*** does. This is where things get more complex. It is recommended to treat magic as either a special rule or another attack. If it is an attack, simply determine what kind of ***Dust*** weapon it most resembles. If it is an effect, use a special rule. Fortunately, magic in ***Achtung! Cthulhu*** is not terribly combat intensive. Mages do not sling fireballs as a character might in a fantasy game. There are no force walls to protect from German artillery rounds.

MYTHOS CREATURES

The best way to approach a Mythos horror on the ***Dust*** battlefield is to treat it like a vehicle. The armour on a vehicle and the force of its attacks more closely resemble a horror than a unit of men. ***Dust*** includes rules for flying vehicles, walking tanks and things with regular 'ol wheels. Focus on the stuff that walks and flies.

If Mighty Cthulhu is on the board then stat him out as something much more powerful than even the best walker. For lesser horrors, tweaking the stats for walkers and/or planes will do the job. Again, this is not going to be precise.

This is a way to incorporate ***Achtung! Cthulhu*** investigators and Mythos horrors into a ***Dust*** miniatures battle. It is beyond the scope of this book to provide full on miniatures rules.

UNIT CARDS

Every ***Dust*** model or unit has its own unit card. For an investigator or Mythos horror, take an index card and write down the relevant information. Again, that is mostly armour, weapons, and movement. Note any special rules the Keeper decides upon prior to play. See ***Dust Tactics*** for the special rules reference. Those are a good model for making new special rules to suit investigators or Mythos horrors.

HAVE FUN!

This is not a tournament game, it is an RPG. You are not competing with the Keeper so much as helping create the battle at hand in 3D. The Keeper and the investigators are going to have to fudge things now and then. In ***Dust Tactics***, for example, units become suppressed by taking hits. That works well for abstract units but not for Heroes. Let the investigator choose if their model is suppressed or not. Try not to impose too many "you musts" on the investigators. They are still in an RPG, simply one that has become, temporarily, a miniatures world.

Have fun. If something happens that makes little sense dramatically, ignore it. If it is not fun, re-roll the dice. Treat the miniatures rules as RPG rules—they are flexible.

Of course, never, ever do this when playing an actual miniatures game. Your opponent is unlikely to appreciate your imagination.

CHAPTER 5

Units of Dust

"What is history but a fable agreed upon?"
- Napoleon Bonaparte

The ship was wired. Officially the Destroyer Escort USS Eldridge is elsewhere. It most certainly was not in Philadelphia Harbour on this particular day. Officially, the experiment was about degaussing the hull to prevent magnetic mines from attaching. Officially, Mr. Einstein is not here. Nor am I. The goal is to cloak a ship. To render it invisible. Imagine such technology. Not only would the U-Boats not see the ship's sonar signature, planes and destroyers could not see the ship at all.

I was brought over from Cambridge for this. I am a specialist in the magnetic fields that surround our small, blue world. I had a brilliant idea, and the Americans are the only ones with the money to fund it. We will become magicians. We will make an entire ship and crew disappear. I was never fooled by stage magic and parlour tricks as a boy. This will be neither. This is real.

I wrote that before the experiment. Now, I find I lack words. The ship disappeared. It vanished, like a coin in my uncle's sleeve. It did not come back. No, it did, but not here. The ship reappeared hundreds of kilometres away in Norfolk, Virginia. We thought we successfully stumbled upon teleportation. What a greater triumph that would have been. Then we saw the ship and her crew, half-phased with this world. Men screamed in pain, their bodies fused with bulkheads and decks.

Men went aboard to shoot them out of mercy. Those men, too, did not come back. The ship disappeared again. The green, eldritch energy which crackled around her before she left was not of this world.

I am a scientist, but this is madness. The experiment was concluded. Officially, it had never taken place. We have no time for that which merely makes men die horribly—unless of course those men were the enemy. I am heading back to Cambridge. I am anathema here. A pariah. I wish mother were still there to greet me when I arrive.

—Extract from the Journal of Dr. Lowbeer

RANGERS

U.S. Ranger schools in Alaska, Kansas and Florida now take volunteers and transfers from Allied units all over the world. Former British soldiers serve alongside long-time American GIs under the aegis of the Allied flag and the organisation known as ASOCOM (Allied Special Operations Command). These are the Allies' top commandos. They function in small units and "lead the way" in almost any battle. Stealth and firepower are their hallmarks. When it has been tried by everyone else, when they say it cannot be done, that is when the Rangers go in and do it anyway.

During front line battles and recon, Rangers are typically broken into specialised squads from command units to ASOCOM "Hell Boys." Each unit is equipped for specific battlefield purposes. Those Rangers on special operations find themselves in mixed units who arm themselves according to the mission at hand.

RANGERS

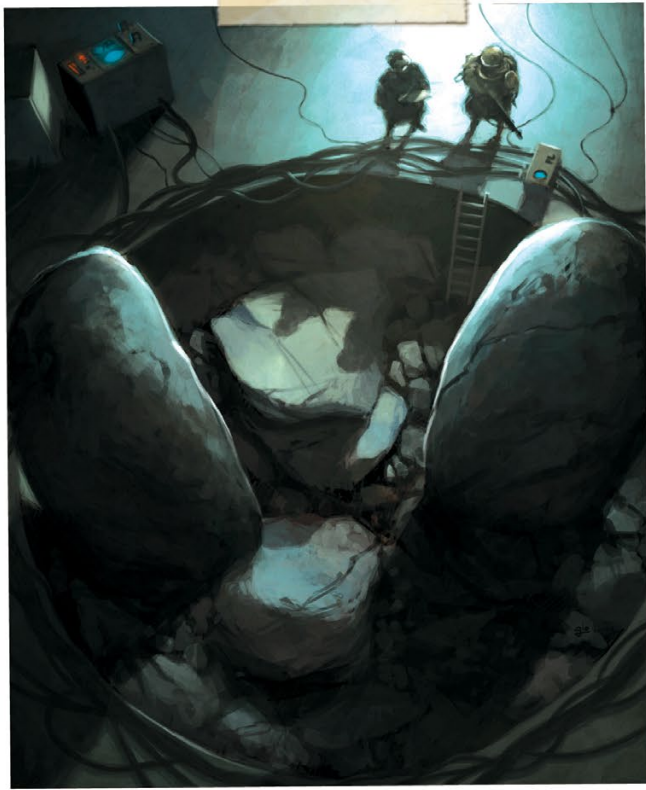
Use the stats for US Army Rangers (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.40), and make the following changes:

Weapons: *M-1* (Assault Rifle) 55%, damage 2D6 +4, atts 1 or Burst, base range 110 yds.

Under-slung grenade launcher (Grenade Launcher) 55%, damage 4D6/4y, atts ½, base range 150 yds.

Victory (Machine Gun) 55%, damage 2D6+6, atts Burst, base range 150 yds.

Springfield M-1 (Bolt-action Sniper Rifle) 55%, damage 2D6+4, atts ½, base range 160 yds.

Armour: 10-points of advanced combat armour.

Sav **Gear:** *M-1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP2, Auto), *UGL Grenade Launcher* (10/20/40, 2d6+1, MBT, shots 1, AP1 Snapfire), *Victory Machine Gun* (30/60/120, 2d8, RoF 3, Shots 100/250, AP2, Auto), *Springfield M-1 Sniper Rifle* (30/60/120, 2d8, Shots 15, AP 1, Comes With Telescopic Sight)

I am a scientist, but this is madness.

ALLIED WEAPONS

This section covers the array of weapons Rangers typically bring with them into combat.

.45 Colt Auto Model M1911A1

Dating to prior to the First World War, the Colt .45 has become the “old reliable” sidearm of choice for nearly all Allied officers and troops. The “man-stopper” rounds function literally. When there is a German *Sturmgrenadiere* bearing down on you and your M-1 is dry, the old .45 will take him down. While antiquated by new advances in small arms, the .45 remains a sentimental favourite that rarely lets a GI down. See *Investigator's Guide*, p.119.

.30 Calibre Springfield M-1 Sniper Rifle

Lead sniper rifle of ASOCOM forces, the Springfield M-1 is the first in a new generation of marksman's weapons which incorporate alien technology. It outmatches traditional weapons by a considerable degree, both in terms of damage and range, producing results that are decades ahead of their time.

60w Phaser Gun

British ingenuity at its weirdest, the 60w Phaser gun is derived from VK technology, with significant ingenious side-tracks. Unlike Axis Laser weapons which emit continuous beams, the British Phaser gun technology emits short but incredibly powerful bursts of energy which punch through lighter armour.

75mm Howitzer

This large cannon is commonly mounted on the M2 Series Medium Combat Walker, where it is well placed to pick apart traditional tracked vehicles. The 75mm has more in common with the German eighty-eight than most traditional Allied tank weapons.

155mm Howitzer

Mounted exclusively on the HAW M6-A “Punisher”, the 155mm Howitzer is a beast of a weapon. It dwarfs weapons such as the German eighty-eight, meaning that only the HAW M6-A is able to carry it on the battlefield. A single shot from this monstrosity can ruin almost any tank, and the vast majority of walkers.

A-2 Grenade launcher & UGL

Commonly used by U.S. Rangers, the A-2 grenade launcher is a single shot, gas-powered, 40mm grenade launcher, which can be under slung on the M-1. It is able to fire a grenade hundreds of yards with a fair degree of accuracy, but without adding the weight of a RPG. These launchers deliver a multitude of payloads. High explosive and fragmentation are the most typical. This gives a single Ranger unit a tremendous amount of available firepower.

M1-9 Flamethrower

Flamethrowers have seen an upgrade in the world of ***Dust***. The M1-9 man-portable flamethrower helped clear Axis bunkers from Normandy to the Nile. These weapons are not only effective but notably terrifying to troops on the wrong end of their fury. See *Investigator's Guide*, p.117.

Table 1: *Dust* Allied Weapons

GRENADES & EXPLOSIVES

Equipment	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
A-2 Grenade Launcher	1945	Artillery (Indirect)	4D6/4y	150y	1/2	1	8	98
M-9 Bazooka	1945	Heavy Weapons	5D6/1y	30y	1/3	1	14	98

GUNS

Equipment	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
.30 Springfield M-1 Sniper Rifle	1943	Rifle	2D6+4	150y	1/2	15	15	00
60w Phaser Gun	1945	Heavy Weapons	2D8*	110y	1/2	10	8	95
75mm Howitzer	1939	Artillery	10D6/2y	110y	½	6	12	00
155mm Howitzer	1939	Artillery	15D6/2y	90y	½	6	10	00
M-1 Assault Rifle	1955	Rifle	2D6+4	110y	1 or burst	30	11	99
Victory Machine Gun	1944	Heavy Weapons	2D6+4	120y	Burst	100/250	12	99

*60w Phaser guns ignore 2d10 points of armour.

GRENADES & EXPLOSIVES

Equipment	Template	Damage	RoF	Range	Shots	Min Str	Weight	Notes
A-2 Grenade Launcher/UGL	Medium	2d6+1	1	10/20/40	—	—	16/—	AP1. Snapfire
M-9 Bazooka	Small	4d8	1	24/48/96	1	d6	12	AP9, Snapfire, Heavy Weapon

HANDGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
.30 Springfield M-1 Sniper Rifle	2d8	1	30/60/120	15	d6	8	AP 1, Comes with telescopic sight
60w Phaser Gun	2d8 fire	1	24/48/96	15	d6	8	Ignores 2d4 Armour, Heavy Weapon
75mm Howitzer	3d8 (HE) 4d10 (AP)	1	75/150/300	200	—	—	HE—AP4, MBT, AP—AP8, Heavy Weapon
155mm Howitzer	6d8 (HE) 7d10 (AP)	1	100/200/400	200	—	—	HE—AP6, LBT, AP—AP20, Heavy Weapon
M-1 Assault Rifle	2d8	3	24/48/96	30	—	13	AP2, Auto
Victory Machine Gun	2d8	3	30/60/120	100/250	d8	18	AP2, Auto

Walking Tanks

Literally walking tanks, walkers do not traverse ground like a tank. They can traverse any terrain a man can and are, therefore, far more versatile. They can stomp through hedgerows, climb over rubble and step over other obstacles. While they do not have special rules for movement, use common sense. Are these stairs wide enough for a walker to climb? Can it step over a wall of this height or kick it down? Some may also jump. A walker is a fearsome tool of war.

Dust Armour

Dust body armour shares much more in common with modern combat body armour than anything available during the historical war. The armour is made of steel plates reinforced with VK, making them both stronger and lighter. A soldier goes into battle with excellent protection. By 1947 there is little distinction between Axis and Allied armour.

DUST BODY ARMOUR

Provide 10 Armour Points [Cth] / +6 Armour [Sav] Covers upper body. The design causes no penalty to physical tasks.

M-1 Assault Rifle

This advanced assault rifle is decades ahead of its time thanks to the influence of alien technology. The M-1 outranges the German StG, due to its longer barrel and fixed stock, but it is heavier and harder to carry in the field. The M-1 is also able to accept a number of accessories, most common of which is the A-2 grenade launcher. The M-1 is loaded with a 30 round box magazine.

M-9 Bazooka

This is the real firepower a single Ranger can bring to bear. The M-9 Bazooka is the Allied answer to the evolution of the *Panzerschreck*. This anti-tank weapon delivers a punch that penetrates some of the toughest Axis armour. The M-9 has been nicknamed the "Luther Killer" in honour of its effectiveness against those Axis walkers.

Victory Machine Gun

An ASOCOM squad support weapon of choice, the Victory machine gun sees use among U.S. Ranger spec ops teams. Like other new ASOCOM standards, the Victory incorporates many advances derived from alien technology. A squad support weapon aimed at closing the gap in machine gun dominance by the Axis, the Victory machine gun fires .30 calibre rounds from either a 100 round box or may be belt-fed. It is a gas-operated weapon made of pressed steel components. Also comes in .50 calibre.

Give us weapons like these and my men can stand a chance against the Mythos.

—Capt. Harris

ALLIED WALKERS

The advent of the walker changed the battlefield forever. These "walking tanks" can traverse all sorts of terrain with greater agility than a standard tank. Their fluidity of movement is unparalleled. Developed using VK technology, walkers are the standout feature of most ***Dust*** battlefields. While first developed by the Axis, the Allied walker program is quickly catching up.

M1 Series Light Assault Walker "LAW"

Light assault walkers are force recon vehicles which provide support for ground forces. They have open cockpits, but this danger is compensated by their speed and agility. Old tankers say one has to be crazy to pilot one of these things, but volunteers continue to line up for qualification tests. No doubt, many of these recruits have signed-up based on Allied newsreels that make heroes of walker pilots on the silver screen. The twin V8 engine allows excellent acceleration.

M2 Series Medium Combat Walker

The "gold standard" walker for Allied forces, the MCW 2 went into production in 1945. The initial model was nicknamed "The Mickey" due to its frog-like ability to leap. A large 75mm howitzer gives the Mickey the ability to punch through Axis armour, while a .50 cal Victory MG and a .30 cal Victory MG provide field support for infantry units on the ground. The howitzer is also notable for its effectiveness against lightly armoured personnel. It is sometimes referred to as "the meat grinder."

Special: can Jump 100 feet

Table 2: *Dust* Allied Walkers

GROUND VEHICLES

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/Rear/Top)	HP	Handl.	Accel./Decel.
M6 Series Heavy Assault Walker	USA	2	Dual 155mm Howitzers,	15D6	3	65/75/65/80	80	0	×2
			Dual Victory Machine Gun Turret	2D6+4					
			Victory Machine Gun	2D6+4					
M1 Series Light Assault Walker "LAW"	USA	4	Quad Victory Machine Gun	3D6+3	1	35/20/20/35 (Pilot exposed from top)	40	3	×5
M2 Series Medium Combat Walker	USA	3	Turret 75mm Howitzer,	10D6/2y	1	40/40/40/50	60	3	×4
			Victory Machine Gun	2D6+4					

GROUND VEHICLES

Vehicle	Acc./TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
M1 Series Light Assault Walker "LAW"	7/15	14/13/13 (5/4/4)	1	Heavy Armour, Open Topped, Walker	Quad .50 Cal, Victory Machine Gun	30/60/120, Damage 2d10, RoF 3, Shots 250, Weight 84, AP4, Auto
M2 Series Medium Combat Walker	5/12	30/20/20 (10/10/8)	1	Heavy Armour, Jump, Walker	Turret 75mm Howitzer	75/150/300, HE Rounds: 3d8 AP4, MBT; AP Rounds: 4d10 AP8; RoF 1 Shots 250, Heavy Weapon
					.50 Cal Victory Machine Gun	30/60/120, 2d10, RoF 3, Shots 250, Weight 84, AP4, Auto
					.30 Cal Victory Machine Gun	30/60/120, 2d8, RoF 3, Shots 250, Weight 84, AP2, Auto
M6 Series Heavy Assault Walker	5/10	40/25/25 (25/10/10)	3	Heavy Armour, Walker	Dual 155mm Howitzer	100/200/400, AP Rounds 7d10 AP20, HE Rounds 6d8 AP6, LBT, RoF 1, Heavy Weapon
					2× .50 Cal Victory Machine Gun	30/60/120, 2d10, RoF 3, Shots 500, Weight 84, AP4, Auto
					.30 Cal Victory Machine Gun	30/60/120, 2d8, RoF 3, Shots 500, Weight 84, AP2, Auto

M6 Series Heavy Assault Walker

Designed with six legs, the M6 is a walking weapons platform capable of holding an array of armaments including massive howitzers and deadly napalm throwers. The HAW is also spacious for a walker and is used as an armoured personnel carrier by Rangers.

The typical M6 is fitted with a dual 155mm howitzer, dual .30cal and dual 50.cal Victory machine guns. It is sometimes called the "Turtle" or "moveable bunker."

AXIS UNITS

"Wars may be fought with weapons, but they are won by men. It is the spirit of men who follow and of the man who leads that gains the victory."

—George S. Patton

The Axis was the first bloc to utilise VK technology and holds a lead in the field of weapons design. The first Luther Walkers to appear in the Battle of Stalingrad changed the course of that engagement. There are no more futuristic weapons to be found on the battlefield than those wielded by Axis forces, particularly the dreaded *Sturmgrenadiere* elite units.

Sturmgrenadieres

Use the stats for *Fallschirmjaeger* (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.34), and make the following changes:

Weapons: *StG 47* (Assault Rifle) 55%, damage 2D6+2, atts 1 or Burst, base range 90 yds.

MG 48 (Machine Gun) 55%, damage 2D6+5y, atts Burst, base range 120 yds.

Panzerschreck (RPZB 44-88) 55%, damage 10D6/1y, atts 1, base range 165 yds.

Armour: 10-points of advanced combat armour.

Gear: *Ausf A Body Armour* (6), StG 47 (24/48/96, 2d8, RoF 3, Shots 30, AP2, Auto), MG 48 *Machine Gun* (30/60/120, 2d8+2, RoF 3, Shots 100, AP2, Auto, Snapfire), *Panzerschreck RPZB 44-88* (12/24/48, 4d8, Small Burst Template, Shots 2, AP21, Heavy Weapon)

Axis Zombies

The *Wiederbelebungsserum* used to resurrect dead soldiers leaving less than half of them with enough sentience to know friend from foe. Known as "*Undertoten*," they are very hard to kill but wield only primitive weapons as their brains cannot handle the complexity of firearms.

With a slow and steady gait, a stillness, and the smell of death about them, there can be little doubt to a viewer that the *Undertoten* are an undead abomination. Needless to say, they are terrifying to behold in battle, and entire companies have fled upon seeing them make a charge. The typical *Undertoten* is fitted with heavy iron fists used to destroy flesh, bone and light armour. Allied High command continues to deny the existence of these monstrosities.

See *Call of Cthulhu, Sixth Edition*, p. 211, and make the following changes:

Weapons: *Panzer glove* 35%, damage 1D12 + db*, atts 1, base range Touch.

*Each attack made with a Panzer Glove against a vehicle reduces its armour on the location attacked by 1.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Intimidation d6, Notice d4.

Pace: 4; **Parry:** 5; **Toughness:** 7.

Special Abilities

- **Claws:** Str+d6.
- **Horror (-1):** those who see an *Undertoten* must make a successful Spirit check at -1 or check on the Horror Effects Table (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.181).
- **Panzer Glove:** Str+d10+d6 electrical (AP 5, Heavy Weapon).
- **Undead:** +2 Toughness, +2 to recover from Shaken, Fearless, Called Shots do no extra damage, +4 Toughness against Bullets/Piercing Attacks.
- **Weakness (Head):** Called Shots to the head are +2 damage and bullets/piercing attacks do +4 damage.

There are no more futuristic weapons to be found on the battlefield than those wielded by Axis forces.

Axis Gorillas

These enhanced apes came from an Axis program involving rocket technology. They were to be the first "troops" into space. The war has altered their initial purpose, and they now serve as crack troops. These *Kampfaffe*, or "war gorillas" are fitted with steel fists known as panzer gloves. These "gloves" make the gorillas capable of rending apart allied armour with their hands. No man, armoured or not, wants to face them in combat.

Ferocious and violent great apes, these are weapons of war the Germans have created, proof that nothing is beyond the Axis as they spread across the world. These hulking beasts appear much larger their natural cousins, but have a feral, aggressive cast to their features and movements.

STR 26	**DEX** 10	**INT** 10	**CON** 10
SIZ 19	**APP** 05	**POW**10	**EDU** 03
SAN n/a	**Hit Points:** 19		

Damage Bonus: +2D6; **Move:** 8.

Skills: Climb 45%, Hide 70%, Beat Chest 75%.

Weapons: *Bite* 45%, damage 1D6+2D6, atts 1, base range Touch.

Panzer glove 35%, damage 1D12 + DB*, atts 1, base range Touch.

*Each attack made with a Panzer Glove against a vehicle reduces its armour on the location attacked by 1.

Armour: 2-points of skin and fur.

Sanity Loss: none (for ***Dust*** heroes) or 0/1D3(for *Achtung! Cthulhu* Investigators, for whom the concept of weaponized space exploration apes is simultaneously farcical and disturbing.)

Special Rules: *Apes in space!* Vastly more intelligent than their natural kin, Axis war gorillas are capable of understanding and following instructions from humans. While not sentient, they possess a ruthless cunning, bloodlust and advanced problem solving skills.

Atavistic Frenzy. If an axis war gorilla loses half its hit points while in hand to hand combat, it may immediately make both a bite attack and an attack with its Panzer fist (outside of the usual initiative order).

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+3, Vigor d12.

Skills: Fighting d10, Intimidation d8, Notice d6, Throwing d8.

Pace: 7; **Parry:** 7; **Toughness:** 11.

Special Abilities
- **Edge:** Combat Reflexes.
- **Panzer Glove:** Str+d10+d6 electrical (AP5, Heavy Weapon).
- **Size +3:** Axis War Gorillas are 8 feet tall with limbs like trees trunks.
- **Sweep:** May attack all adjacent investigators at -2.

AXIS WEAPONS

20mm Solothurn

The Solothrun is a tank-hunting rifle. The report sounds more like that of a bazooka than a rifle, but the effects are undeniable. Skilled operators are trained to hit the pilot of a tank or walker, taking out the vehicle. It is equally useful for sniping infantry targets at extreme range.

Flammenwerfer 40

A man-portable flamethrower, the *Flammenwerfer* 40 has largely remained the same for the last decade. It features an armoured tank and a pipe and nozzle. The mixture used burns whiter than Allied throwers, and the Allies have yet to uncover the formula.

Laser-Pistole

Following the lightweight Laser-Pistole A, this model is currently only issued to Pioneer units as it is still experimental technology. This is the smallest laser weapon yet seen and was created after the success of larger, bulkier rifles. The formerly cumbersome belt pack needed to power the A model has been replaced with cadmium cells.

Table 3: *Dust* Axis Weapons

HAND-TO-HAND WEAPONS

Equipment	Available	Starting Skill^	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Kamfzange	1943	Pilot (Walker)	4D6	Touch	1	—	30	99
Panzer Glove	1945	CC/MW (Fist)	1D12+DB*	Touch	1	—	20	0

^CC = Close Combat; MW = Melee Weapon.

*Each attack made with a Panzer Glove against a vehicle reduces its armour on the location attacked by 1.

GRENADES & EXPLOSIVES

Equipment	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Flammenwerfer 40	1944	Heavy Weapons	3D6+Shock	70y	1	15	8	96
Panzerschreck RPZB 44-88	1945	Heavy Weapons	10D6/1	165y	1	2	11	00

GUNS

Equipment	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
20mm Solothurn Tank Hunting Rifle	1944	Rifle	4D6	300y	½	5	10	00
20mm *Flak-Vierling*	1941	Artillery	2D6	300y	1	50	15	99
50mm *Flak-Vierling*	1941	Artillery	5D6	400y	2	50	15	99
173mm *FpK Zwei*	1942	Artillery	15D6	500y	2	50	80	99
Laser-Pistole B	1947	Handgun	3D4 *	90y	2	15	15	95
Mauser	1914	Handgun	1D10	90y	2	8	8	98
MG 48	1946	Heavy Weapons	2D6+5	120y	1 or burst	100	12	98
StG 47	1946	Rifle	2D6+2	90y	1 or burst	30	10	99

*Laser-Pistole Bs are uniquely good at tearing through vehicle armour, however, they require time to warm up. For each consecutive attack that the Laser-pistole B has hit its target before this one, ignore 10 points of a vehicles armour for the purpose of resolving the attack.

MG 48

The MG 48 is arguably the best light machine gun in the war. Temperature resistant alloys allow a higher rate of fire without the need to switch barrels. The design is simple, elegant and easy to maintain. *Sturmgrenadiere* love this weapon. The Allies have learned to respect its power.

Mauser

The venerable German pistol fires a 9mm round, The C96 can be fitted with a stock for more accurate firing. Nicknamed the "broomhandle" by troops because of its grip, the Mauser is standard issue for Axis officers.

"Panzerchreck" RPZB 44-88

The *Rakentenpanzerbüchse* 44-88 features a double barrel over-under design capable of firing two 8.8mm rockets. It is easy to train troops in its use, and easy to maintain. The Axis produces this tank-killer in bulk. Axis tank-hunting teams armed with two of these *Panzerschrecks* are quite capable against Allied armour.

HAND-TO-HAND WEAPONS

Equipment	Damage	Range	Min Str	Weight	Notes
Kamfzange	4d6	Touch	—	—	AP6, Heavy Weapon
Panzer Glove	Str+d10+d6 Electrical	Touch	d8	20	AP5, Heavy Weapon

GRENADES & EXPLOSIVES

Equipment	Template	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Flammenwerfer 40	Cone	2d10+1	1	—	15	d8	64	Ignores Armour
Panzerschreck RPZB 44-88	Small	4d8	1	12/24/48	2	—	20	AP21, Heavy Weapon

GUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
20mm Solothurn Tank Hunting Rifle	2d10+2	1	100/200/400	5	d8	20	AP5, Heavy Weapon, Snapfire
20mm *Flak-Vierling*	2d10+2	3	50/100/200	200	—	—	AP4, Heavy Weapon
50mm *Flak-Vierling*	HE 3d8 AP 4d8	3	75/150/2300	200	—	—	HE—MBT, AP2 AP—AP8 Heavy Weapon
173mm *FpK Zwei*	HE 5d8 AP 6d10	3	150/300/600	200	—	—	HE—AP15 LBT AP—AP30 Heavy Weapon
Laser-Pistole B	2d8	2	12/24/48	15	—	10	AP2, for each consecutive attack that hits a vehicle, add 1d4 to the AP rating of the shot
Mauser	2d6	1	12/24/48	8	—	2	Semi-Auto
MG 48	2d8+2	3	30/60/120	100	d8	22	AP2, Auto, Snapfire
StG 47	2d8	3	24/48/96	30	—	11	AP2, Auto

Table 4: *Dust* Axis Walkers

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/Rear/Top)	HP	Handl.	Accel./Decel.
"Heinrich" Walker	Germany	3	20mm *Flak-Vierling*	3D6	1	8/6/6/6	40	2	×3
"Luther" Walker	Germany	2	50mm *Flak-Vierling*	5D6	1	14/10/10/10	65	2	×1
			Kamfzang	4D6					
			MG 48	2D6+5					
"Konigsluther" Walker	Germany	2	17.3cm *FpK Zwei*	15D6	2	65/75/65/80	80	0	×1
			MG 48	2D6+5					

GROUND VEHICLES

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
"Heinrich" Walker	6/12	13/13/13 (3/3/3)	1	Heavy Armour	20mm Gun	50/100/200, AP Rounds 2d10+2 RoF 3, AP4, Heavy Weapon
"Luther" Walker	5/10	25/25/23 (10/8/8)	1	Heavy Armour	50mm Flak 43	75/150/300, AP Rounds: 4d8 AP8; HE Rounds: 3d8 MBT AP2; RoF 3, Heavy Weapon
					Kamfzange	Touch, 4d6 AP6, Heavy Weapon
					MG 48	30/60/120, 2d8+2, RoF 3
"Konigsluther" Walker	4/8	40/25/25 (24/9/9)	2	Heavy Armour	173mm *FpK Zwei*	150/300/600, AP Rounds: 6d10 AP 30; HE Rounds: 5d8 AP 15, LBT RoF 1
					MG 48	30/60/120, 2d8+2, RoF 3

Panzer Glove

Created for the unspeakable horrors of the *Blutkreuz Korps*, these steel and VK gloves are articulated and energised, delivering an electrical shock when they strike. They can devastate armour, which makes them horrifying to mere flesh.

StG 47 "Sturmgewehr"

This standard issue assault rifle developed from the machine pistols and StG 44 which preceded it. A 30 round "banana clip" magazine is standard. There is little machining needed on the weapon, as it is made almost entirely of pressed steel. This makes it much quicker to manufacture. The StG has a three round burst selection mode but, on full auto, can fire up to 600 rounds a minute. Retractable metal stocks have recently been added. They are popular with the troops as they are easier to carry in the field.

AXIS WALKERS

The Axis developed the first walker from Vrill technology found in Antarctica. Known as the Luther, this model proved invaluable and may have turned the tide of the war in Germany's favour. Even at this stage, the Axis still hold the advantage of a technological edge. Axis walkers are efficient, deadly, war machines.

Light Panzer Walker "Heinrich"

The first *PzAufklL* is a very simple design. It has since evolved and replaced by the *PzAufklL I Ausf*. A "Heinrich" which features a *Flak-Vierling* 20mm cannon. It is a scout and support vehicle.

The Axis developed the first walker from Vrill technology found in Antarctica.

MPW II-A "Luther"

Known as the "Luther," this was the first model to see action in Stalingrad. Designs have continued to evolve though the combat configuration is little changed. It is armed with a 50mm Flak 43, a Turret mounted MG 48 and a *kampfzange* or "combat claw." The claw is capable of crushing and bending enemy howitzers and, sometimes, walkers.

HPW VI-A "Konigsluther"

This is a fearsome force against any opponent. The *Konigsluther* has four legs and a distinctive profile the Allies have come to fear. Many a grunt has been crushed beneath their heavy legs or obliterated by their flak cannons. Standard armament is 173mm FpK Zwei and an MG 48.

CHAPTER 6

Dust Heroes

"A soldier will fight long and hard for a bit of colored ribbon."
- Napoleon Bonaparte

Over the course of the war, valour—and no small amount of propaganda—has created heroes of individual soldiers. Like celebrities in today's world, many of these people are household names. Young boys and girls dream of joining the military and fighting alongside their idols. Sadly, with the way the world is now, the war will likely continue long enough for those very kids to see action.

The heroes, for their part, are mixed bag of investigators. Some relish the fame, while others are embarrassed and even ashamed to be singled out in a company full of heroes. However, the war demands fresh recruits and these individuals play their roles in drives for war bonds, comic strips, and even movies. War has become not just something waged, but something peddled and bought.

ALLIED HEROES

Lieutenant David Bonner, "The Priest", Age 37

The son of British diplomats, David found a higher calling as he traveled the world. He attended a seminary in Scotland and returned to Japan prior to the war as a Jesuit priest. The Imperial Navy accused him of spying and sentenced him to prison in Manchuria. He escaped and was found by British Intelligence, who turned him into that which the Japanese accused him of. David has found he has a knack for espionage, even if religion is his first calling.

A friendly and trustworthy man, the kind of person who sets someone at ease and lets them confide their darkest, deepest secrets.

Cth

STR 12 **DEX** 16 **INT** 17 **CON** 11
SIZ 11 **APP** 15 **POW** 15 **EDU** 16
SAN 70 **Hit Points:** 11

Damage Bonus: none.

Skills: Climb 65%, Disguise 60%, Drive (Auto) 45%, Espionage 55%, Fast Talk 52%, Hide 45%, Institutional Lore (SoE) 44%, Listen 50%, Persuade 60%, Radio Operator 43%, Sabotage 60%, Spot Hidden 55%, Sneak 50% Theology 45%, Throw 55%.

Language Skills: English (Own) 80%, German 45%, Japanese 61%, Russian 34%.

Weapons: *Walther Revolver* (Pistol) 45%, damage 1D10, atts 2, base range 15 yds.

Knife (Knife) 55%, damage 1D6, atts 1, base range Touch.

Dynamite Stick (Throw) 55%, damage 5D6/2y, atts ½, base range Thrown.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Intimidation d6, Knowledge (Espionage) d8, Knowledge (Occult) d8, Knowledge (Theology) d8, Lockpicking d6, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Taunt d6.

Charisma: 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Heroic, Pacifist (Minor), Vow (Minor—Jesuit Order).

Edges: Charismatic, College Boy (Theology), Connections, Improved Dodge, Scholar (Occult, Theology), Strong-Willed, Thief.

Gear: *BCRA Fighting/Garrote Knife* (Str+d4+Poison/Strangle), *Webley .38 Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

Captain Joe Brown, "Bazooka", Age 33

Captain "Bazooka" Joe Brown wields a 40mm grenade launcher and his country's trusted M1911A1 .45 pistol. Propaganda officers have made him a national hero, but Joe's accomplishments are more real than embellishment. Trained as a Ranger, Joe has infiltrated and harried some of the most dangerous elements the Axis has to offer. He was the man that captured VK technology from *Blutkreuz* and has gone up against Sigrid von Thaler herself.

While the newsreels paint him as a rough and tumble man of action, "Bazooka" Joe Brown is actually a fine tactician. While he gets the greater share of the glory, it is really his men he leans on for support. He leads them, and they trust him implicitly. "The hero business," Brown has said, "is entirely made up by the War Department and has no place on the field. I serve in a company of heroes. None of us are heroes on our own."

He looks like a rough and tumble action hero, cut from the same cloth as the Hollywood actors who make women swoon. He is no-nonsense, capable and thorough leader of men. Joe Brown is one part of a unit, but he is the one the media adores.

Cth

STR 15 **DEX** 16 **INT** 14 **CON** 16
SIZ 14 **APP** 15 **POW** 16 **EDU** 14
SAN 80 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Climb 45%, Command 60%, Drive (Auto) 40%, Fast Talk 35%, Fieldcraft 60%, Institutional Lore (ASOCOM) 30%, Listen 50%, Military Doctrine, 55%, Persuade 40%, Spot Hidden 60%, Tactics 60%, Throw 50%.

Language Skills: English (Own) 70%, German 45%, Russian 40%.

Weapons: *M1911 .45* (Pistol) 65%, damage 1D10+2, atts 1, base range 15 yds.

M7 Grenade Launcher (Heavy Weapons—Grenade Launcher) 70%, damage 3D6/2y, atts 1/3, base range 20 yds.

Sav

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8.

Skills: Climbing d6, Fighting d8, Knowledge (Battle) d8, Knowledge (Demolitions) d6, Notice d8, Shooting d10, Survival d6, Swimming d6.

Charisma: 2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 6.

Hindrances: Heroic, Loyal, Stubborn.

Edges: Attractive, Brawny, Bulls Eye, Combat Reflexes, Command, Courage Under Fire, Natural Leader, Rank (Officer), Rock-n-Roll, Tactician, Trademark Weapon (M1 Assault Rifle).

Gear: *Grenade Launcher* (10/20/40, 3d6+1, MBT, RoF 1, Shots 1, AP 1, Snapfire, Heavy Weapon), *M1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto), M1911A1.

Master Sergeant Rosie Donovan, Age 27

Rosie is the poster girl for the Allied war effort. As photogenic as she is tomboyish, Rosie became a symbol of Allied ingenuity and tenacity. She was the first gearhead to figure out how to adapt walker technology to American tanks, much to the chagrin of male scientists who were trying, and failing, to do the same.

Despite ASOCOM trying to assign her to a safe research position, Rosie stays in the field. Her most cited reason

for doing so is that, as a Master Sergeant, she "works for a living." But inside she does not really want or deserve the fame she has gained, as so many of her friends have given their lives for the very same cause. Rosie does not think she is particularly special. She is just one of the team.

Master Sergeant Donovan dresses in sensible overalls and t-shirts, keeps her blonde hair in a neat ponytail, is constantly covered in oil, dirt and sweat, and she doesn't need any of the men in her pit crew to carry a damn thing for her.

STR 14	**DEX** 16	**INT** 18	**CON** 11
SIZ 09	**APP** 18	**POW** 11	**EDU** 12
SAN 55	**Hit Points:** 10		

Damage Bonus: none.

Skills: Combat Engineer 55%, Drive (Auto) 45%, Drive Walker 80%, Electrical Repair 55%, Fast Talk 40%, Fieldcraft 45%, Jury Rig 55%, Mechanical Repair 75%, Operate Heavy Machinery 70%, Ride Motorcycle 65%, Spot Hidden 45%, Swear like a trooper 60%, Throw 40%, Walker Systems 80%, Scrounge 45%, Teach 35%.

Language Skills: English (Own) 60%.

Weapons: M-9 *Bazooka* (Heavy Weapons) 50%, damage 4D6/1y, atts 1/3, base range 30 yds.

80mm Spanner (Large Club) 35%, damage 1D8, atts 1, base range Touch.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Driving d12, Fighting d8, Intimidation d8, Knowledge (Walkers) d12, Notice d8, Repair d8, Shooting d10, Stealth d6, Survival d8, Swimming d6.

Charisma: 2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 6.

Hindrances: Heroic, Loyal, Quirk (Tomboy, must prove herself).

Edges: Ace, Brawny, Attractive, Gadgeteer, Jury Rig, Mechanically Inclined, Rank (NCO), Rock-n-Roll.

Gear: M-9 *Bazooka* (24/48/96, 4d8, SBT, RoF 1, Shots 1, AP 9, Snapfire, Heavy Weapon), *M-2 "Mickey" Walker*.

New Skill: Walker Systems

Just as the advent of aircraft has led to the development of Aeronautical systems, the arrival of walker technology has required a vast amount of specialisation among the engineers and scientists developing them. This skill provides an understanding of alien and specialised terrestrial systems present in walker technology. It is the skill used in the design, maintenance and repair of walker technology. Attempts to use this skill to repair a walker, in the absence of the proper tools, parts and materials, may be made, but are treated as a *Difficult* skill check.

Major Jackson Clayborne, "Action Jackson", Age 43

Major Jackson Clayborne is a British Red Devil from Manchester who the British press nicknamed "Action Jackson." Clayborne is less than fond of the role or nickname that has been forced on him by the media. Still, he is a loyal soldier and, if press junkets bolster English morale against the invading Axis, well, he can take that as one of the boring duties a man must face for King and Country.

Jackson's non-official role is that of field-testing new equipment for the Allied 3rd Battalion. A cantankerous sort, he is often heard swearing at scientists over the performance of new gizmos right before he takes them all out for a pint. These days that is in Glasgow, since his beloved Manchester has been razed to the ground. There are more than a few Jerries who have already paid for that.

The epitome of British Pluck and Stiff Upper Lip, Jackson is not a genius, but he has fought in enough battles and worked with enough equipment the scientists appreciate his feedback and insight, even if it is laced with crass suggestions of their behaviours and competence.

STR 14	**DEX** 01	**INT** 15	**CON** 13
SIZ 15	**APP** 10	**POW** 10	**EDU** 13
SAN 50	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Command 50%, Fieldcraft 55%, Institutional Lore (ASOCOM) 30%, Jury Rig 45%, Military Doctrine 60%, Navigation 40%, Persuade 55%, Tactics 60%.

Language Skills: English (Own) 65%.

Weapons: *60w Phaser Gun* (Heavy Weapon) 60%, damage 2D8*, atts ½, base range 50 yds.

Punch (Punch) 45%, damage 1D3+1d4, atts 1, base range Touch.

*Treat armour of target as being 2D10 points lower.

Armour: 15-point power armour.

Special Rules: *Allied Power Armour.* British ingenuity is the envy of the world, and Action Jackson's experimental power armour is no exception. Firstly, and most importantly, the armour allows Jackson to shrug of most attacks from infantry weapon. In addition to this the

system allows for the carrying and use of a pair of heavy weapon systems (usually a pair of 60w Phaser Guns, or some other experimental marvel), to double his jump distance, and means that in close combat, he may re-roll his damage.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10.

Skills: Climbing d6, Fighting d12, Intimidation d10, Notice d6, Shooting d10, Stealth d8, Survival d6, Swimming d6, Taunt d6.

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 14(6); **Sanity:** 6.

Hindrances: Heroic, Loyal, Stubborn, Quirk (Constantly grumbles)

Edges: Blood and Guts, Brawny, Combat Reflexes, Commando, Courage Under Fire, Dodge, Rank (Officer), Strong-Willed.

Gear: *Dust Body Armour* (6, double maximum jump distance), *60W Phaser Gun* (24/48/96, 2d8 fire, RoF 1, Shots 15, AP 1d4, Heavy Weapon).

The arrival of walker technology has required a vast amount of specialisation among the engineers and scientists.

AXIS HEROES

Sigrid Von Thaler, Age 31

Daughter of the sometimes Faustian, and always feared, Baron Leopold von Thaler, Sigrid is the Aryan ideal. Indeed, Allied intelligence suspects she may be the result of her father's rumoured eugenics program. Sigrid is an agent of the Blutkreuz Korps, an Olympic Gold Medallist, and a sociopath. Sigrid's mother is a powerful psychic. Sigrid herself does not appear to have inherited her gifts, but she does support psychic research by Blutkreuz at Hohenfels. It is said Sigrid participated in Hitler's assassination, though there are none who would dare say so within earshot.

Sigrid has a continuing rivalry with Captain Joe Brown. The two have tangled on more than one occasion and seem bound, as if by fate, to do so again.

Blonde haired, pale skinned and sporting a cruel sneer, she is an example of the Aryan ideal. She tends towards extremes of practicality or sexuality depending on her need. Uniforms and symbols of authority are tools and weapons to her, either for preying on the desires of the weak-willed or eliminating any impractical element of costume during combat missions.

STR 14	**DEX** 17	**INT** 18	**CON** 16
SIZ 11	**APP** 19	**POW** 17	**EDU** 19
SAN 55	**Hit Points:** 13		

Damage Bonus: none.

Skills: Biology 55%, Climb 60%, Command 50%, Disguise 60%, Drive Walker 65%, Fieldcraft 45%, Jump 65% Listen 50%, Spot Hidden 65%, Swim 60%, Tactics 75% (not including weapon or language skills).

Language Skills: German (Own) 95%, English 70%, Latin 65%.

Weapons: *Laser-Pistole* B (Pistol) 75%, damage 3D6, atts 2, base range 90 yds.

Armour: 6-point ***Dust*** body armour.

Special Rules: *Wiederbelebungserum Failsafe*. Many of the officers and soldiers whom Sigrid von Thaler surrounds herself with are treated with the *wiederbelebungserum* in life. Upon their death, these individuals return to the fight almost immediately as zombies. There is a 2 in 3 chance any unnamed NPC will have been treated. They rise the following turn as zombies (See *Call of Cthulhu, Sixth Edition*, p. 211.)

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d10, Intimidation d12, Notice d6, Shooting d10, Swimming d8.

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (6); **Sanity:** 7.

Hindrances: Arrogant, Bloodthirsty, Enemy (Major—Allies), Overconfident, Vengeful (Major).

Edges: Acrobat, Blood and Guts, Improved Dodge, Improved Level Headed, No Mercy, Trademark Weapon (Laser Pistole B), Very Attractive.

Gear: *Dust Body Armour* (6), *Laser Pistole B* (12/24/48, 2d8, RoF 2, Shots 10, AP 2).

Special Abilities

- **Serum Failsafe:** whenever an extra or minion controlled by Sigrid von Thaler is slain, they have a 50% chance of returning as an *Undertoten* in the following round of combat. Extra and Minions slain by explosives do not return as *Undertoten* due to the severity of their injuries.

Lara Walter, Age 28

Commander of a Schwer platoon of powered armoured commandos, Lara Walter has her own, personal MG 44 Zwei mounted to her armour. She has gained fame and notoriety during the Invasion of England, where she has pressed the

enemy back, personally leading charges and attacks at which most hardened men would cringe.

The British hate Lara, and there is a bounty on her head in the sum of five thousand pounds. She is a natural leader, tactician, and card shark. She not only leads her men but gets along with them after hours. Her Kommandotrupp is famed in the European Theatre of Operations.

Lara lacks the attractiveness of other Fraulein Fatale's who fight for the Germans, but she does not need it. Her men adore her, her martial skills are impressive, and she is a calculating tactical planner.

A wearer of Axis Power Armour is protected to a fair degree from small arms fire.

Cth

STR 12	**DEX** 14	**INT** 14	**CON** 14
SIZ 11	**APP** 14	**POW** 12	**EDU** 14
SAN 55	**Hit Points:** 12		

Damage Bonus: none.

Skills: Card Shark 75%, Command 80%, Dodge 55%, Fieldcraft 35%, Listen 50%, Persuade 40%, Psychology 40%, Spot Hidden 35%, Throw 60%, Tactics 70%.

Language Skills: German (Own) 60%, English 40%.

Weapons: *Maschinengewehr 44 Zwilling* (Machine Gun) 65%, damage 2D6+5, atts1 or Burst*, base range 120 yds.

Punch (Punch) 45%, damage 1D3+1D4, atts 1, base range Touch.

Armour: 13-point power armour.

Special Rules: *Axis Power Armour.* A wearer of Axis Power Armour is protected to a fair degree from small arms fire, but also have their brute strengths increased greatly. Treat the wearer's damage bonus as a step higher on the damage bonus table when engaging in close combat (already included in statistics).

Maschinengewehr 44 Zwilling. Characteristic weapon of the power-armoured Axis *Schwere Sturmgrenadiere*, these weapon systems combine a pair of machine guns attached to a ballistic shield. This allows their wielder to make two burst attacks in a turn, the first being made in the first firearms action, and the second burst in the second action. Alternately, the wielder can instead abandon both attacks, and add 3 points to their armour, thanks to taking advantage of the ballistic shield. In the case of Lara Walter, who wields two such weapons, she may both attack with two bursts, and receive this bonus to armour, but not use both weapons to attack with, or to defend with.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10.

Skills: Fighting d8, Gambling d8, Intimidation d8, Notice d8, Shooting d10, Stealth d8.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7(15); **Sanity:** 7.

Hindrances: Enemy (Major—Allies), Loyal, Vengeful (Minor).

Edges: Command, Commando, Elan, Grazing Fire, Harder to Kill, Hose 'em Down, Improved Level Headed, Rank (Officer), Rock-n-Roll, Tactician.

Gear: *Customized Dust Body Armour* (8), *Mounted 2xMG48* (30/60/120, 2d8+2, RoF 3, Shots 100, AP 2, Auto, Snapfire).

Grenadier X, Sentient Zombie

An abomination, a monster, perhaps even more than one man, Grenadier X is a product of the Wiederbelebungsserum that produces Axis zombies. Unlike his cohorts, Grenadier X's resurrection did not deprive him of his cognitive faculties. He is all the more frightening because of this.

It is surmised by ASOCOM that X was a high raking Blutkreuz officer who, upon his death, was brought back with at least some of his persona intact. If this is the case, what other dead men might rise again to terrorise the world?

Grenadier X looks to once have been a man in his early 30s, with German features. However, such conclusions are suspect at best, for the uniformed monstrosity is a mess of preserved flesh and slow decay. The spark of intelligence to its gaze makes the horror of it worse.

STR 16	**DEX** 15	**INT** 8	**CON** 18
SIZ 14	**APP** n/a	**POW** 12	**EDU** 02
SAN n/a	**Hit Points:** 16		

Damage Bonus: +1D4.

Skills: Hide 45%, Sneak 30%.

Weapons: *Circular Saw* 40%, damage 2D8+1D4, atts 1, base range Touch.

Bite 30%, damage 1D3, atts 1, base range Touch.

Armour: none, but impaling weapons do 1 point of damage, and all others do half rolled damage.

Sanity Loss: 1/1D8.

If the Nazis truly have the ability to create Frankenstein's Monsters, then what hope do our soldiers have on the front lines?

A. T.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10.

Skills: Fighting d12, Intimidation d12, Notice d8, Shooting d6, Stealth d6.

Pace: 6; **Parry:** 8; **Toughness:** 9.

Special Abilities

- **Claws:** Str+d6.
- **Horror (-1):** those who see an *Undertoten* must make a successful Spirit check at -1 or check on the Horror Effects Table (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.181).
- **Panzer Glove:** Str+d10+d6 electrical (AP 5, Heavy Weapon).
- **Undead:** +2 Toughness, +2 to recover from Shaken, Fearless, Called Shots do no extra damage, +4 Toughness against Bullets/Piercing Attacks.
- **Weakness (Head):** Called Shots to the head are +2 damage and bullets/piercing attacks do +4 damage.

Angela Wolf, "Edelweiss", Age 29

Codenamed "Edelweiss", Angela is the chief assassin of the Blutkreuz Korps. She may have pulled the trigger on Hitler, though that remains uncertain. A cold woman, she changes lovers like she changes hot rifle barrels. Many men have fallen under her icy charms.

Rumours of rivalry between Angela and Sigrid are exaggerated. The two are actually very close. Some have suggested they are sisters, or somehow related through the von Thaler eugenics program. They both have the same blue eyes and pale, blonde hair.

The "Edelweiss" is physically similar to Sigrid von Thaler in appearance, with the same features and hair. However, her expression is entirely absent of the same cruelty that the Baroness exhibits. The gap left where that cruelty would have been is not filled by any other feeling or emotion, just cold, calculating intelligence being applied to the planning of her next kill. On the battlefield, she tends towards wearing a *Heer* marksman uniform; however, when deployed in urban environments she switches to civilian garb.

STR 15	**DEX** 19	**INT** 16	**CON** 14
SIZ 13	**APP** 17	**POW** 15	**EDU** 15
SAN 50	**Hit Points:** 12		

Damage Bonus: 1D4.

Skills: Climb 55%, Close Combat 40%, Dodge 60%, Fieldcraft 60%, First Aid 40%, Listen 40%, Spot Hidden 80%, Throw 35%, Track 50%.

Language Skills: German (Own) 75%

Weapons: *Kar. 98k* (Rifle) 80%, damage 2D6+4, atts1/2, base range 180 yds.

Knife (Knife) 60%, damage 1D6+1D4, atts 1, base range Touch.

  Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Climbing d6, Fighting d10, Notice d10, Shooting d12, Stealth d10.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 6.

Hindrances: Bloodthirsty, Enemy (Major—Allies), Quirk (Washes hands after kills).

Edges: Alertness, Assassin, Improved Bullseye, Improved Trademark Weapon (Tank Hunter Sniper), Marksman, Steady Hands, Very Attractive.

Gear: *20mm Solothurn Tank Hunter* (100/200/400, 2d10+2, RoF 1, Shots 5, AP 5, Heavy Weapon, Snapfire).

Macha Oten, "Totenmeisterin", Age 35

Allied intelligence has only seen stuttering film clips of the creature known as *Totenmeisterin*. Many who have viewed this footage wound up being committed to an asylum. *Totenmeisterin* is thought to be female, but none has ever seen her without her trench coat and mask to verify her gender.

Totenmeisterin emits an eerie green glow and carries a strange weapon on the end of one arm. She appears to float above any surface she walks on. Is she a product of Hitler's abandoned Ubermensch experiment? Some sort of new Axis zombie? No one is sure, but she clearly possesses a will and personality of her own. From whence she came no man can say and those who have tried to find out have not lived to tell.

A fearsome creature, shaped like the woman Macha Oten once was, but bound in leather and glowing an unearthly green. She floats off the ground and her once beautiful face seems translucent with the skull more visible than the skin before it. She has wandered dark paths, and those who are in her presence can feel their minds being leeched away.

STR 14	**DEX** 18	**INT** 16	**CON** 20
SIZ 14	**APP** 05	**POW** 20	**EDU** 18
SAN n/a	**Hit Points:** 17		

Damage Bonus: +1D4; **Move:** 8/12(fly).

Skills: Cthulhu Mythos 55%, Dreaming 65%, Persuade 67%, Sneak 70%, Stare Inscrutably 99%.

Weapons: *Blut Kreuz**.

Armour: 10-point body armour and psychic wards.

Spells: Alter Weather, Augur, Dominate, Hyper-Time Gate, Hyper-Space Gate, Wrack. Additionally, Macha Oten knows any summon and binding spells that are narratively convenient.

Sanity Loss: 1D3/1D8.

Special Rules: *Blut Kreuz.* This terrible device is carried by the *Totenmeisterin* into battle, where it acts as an amplifier for her terrible powers. It contains a pool of 16 magic points, which can either be used to activate her telekinetic shield, or to attack her enemies. When used as a weapon, it has a number of possible functions: it may be used to replicate the effects of Shrivelling or Wither Limb, or she may spend 8 Magic Points to destroy 3D6 points of armour on vehicle.

Psychic Abomination. Whatever process lies behind Macha Oten awakening into psychic horror has a terrible effect on those around her. Her anger and pain leak out of her, infecting those around her. Whenever she is injured, any living human within 10 yards must make a POW test against her on the resistance table. If they fail, they suffer 1D3 hit points from the psychic backlash. Zombies within 10 yards of her may make an additional bite attack each turn. Additionally, each turn, Macha regenerates 1 Magic point per round, and 3 hit points per round. Permanently killing her requires physically dismembering her and burning the body parts.

Telekinetic Shielding. Besides allowing her to fly and attack people, Macha's psychic abilities allows her to turn aside hand grenades and light ordinance. The first time on any turn she is targeted with an RPG, grenade launcher, or hand grenade, she may spend 4 Magic points to redirect the attack so it does not affect her. In the case of hand grenades, she has a 15% chance of successfully targeting the device on a target within 20 yards, while RPGs and grenade launchers can only be deflected harmlessly away behind her. Should she come under attack from heavy ordinance, she may reflexively cast Deflect Harm.

  Attributes: Agility d8, Smarts d10, Spirit d12+2, Strength d10, Vigor d12.

Skills: Dreaming d10, Fighting d12, Intimidation d12, Investigation d10, Knowledge (Occult) d8, Knowledge (Mythos) d10, Notice d10, Shooting d6, Taunt d8.

Charisma: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 17(5); **Sanity:** Insane.

Hindrances: Bloodthirsty, Fanatic.

Edges: Acrobat, Combat Reflexes, Danger Sense, Improved Dodge, Improved Level Headed, Improved Tough as Nails, Strong-Willed.

Gear: *Totenmeisterin*'s Suit (5), *Blut Kruez Fist* (Str+2d6+2d6 electrical, AP 10, Heavy Weapon).

Special Abilities

- **Bad Reputation:** *Totenmeisterin*'s negative Charisma becomes a bonus when applied to her Intimidation and Taunt Rolls.
- **Float:** *Totenmeisterin* floats off the ground, ignoring terrain. She is not capable of flight but does not take falling damage, regardless of distance.
- **Horror (-2):** those who see an *Totenmeisterin* must make a successful Spirit check at -2 or check on the Horror Effects Table (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.181).
- **Insane:** +2 Toughness, +2 to Unshake, Ignore first two penalties from Wounds, immune to seeing Mythos Creatures and casting Mythos spells.
- **Pain Transference:** whenever *Totenmeisterin* takes a Wound, before a Soak Roll is made, all living creatures within 6 squares must make a Vigor check or suffer a level of Fatigue. If any creature within that range fails, *Totenmeisterin* ignores the wound without having to make a Soak Roll.
- **Precognitive Madness:** whenever *Totenmeisterin* is dealt a face card for initiative, no other investigator can use a Benny that round.
- **Spells:** *Totenmeisterin's* spells are cast using the Dreaming skill. *Bind Dreamer*, *Bind Enemy*, *Bind Soul*, *Black Binding*, *Cloud Memory*, *Compel Flesh*, *Contact Creature*, *Deflect Harm*, *Dream Vision*, *Flesh Ward*, *Healing*, *Send Dreams*, *Summon/Bind Creature*.

Markus, Gorilla Astronaut, Age 12

Markus' father began life pleasantly in the Belgian Congo. After World War One, the young ape was brought back to a Belgian zoo. During the current war, Markus was captured during the German push through Belgium. Eventually, Markus became forcibly sentient and able to speak.

This was all due to the Kampfaffe Program. Markus is, for all intents and purposes, a space ape. He was designed to go into space on top of a German rocket and come back down to tell scientists what the experience was like.

But, while Markus was trained by German scientists, he did not tell them everything he saw in space. Markus came into communication with an alien intelligence in orbit around the Earth…or at least he thinks he did. He is very bright and self-aware and has not dismissed the theory that he hallucinated the entire event. After all, what happens when science monkeys with an ape's mind and sends him into space?

Markus is trying to figure out if his experience was real and, if so, what it means. He hears voices sometimes, sitting in his quarters at Peenemunde, and those voices call to him from deep within the earth. One day, soon, he will find them.

Even larger and more fearsome than many of his kin, Markus has a true spark of intelligence to his gaze. His frightening mien softens when he speaks of space, and his broken German takes on a lilting tone at these times.

Cth

STR 26	**DEX** 10	**INT** 15	**CON** 13
SIZ 22	**APP** 05	**POW** 10	**EDU** 05
SAN n/a	**Hit Points:** 21		

Damage Bonus: +2D6; **Move:** 8.

Skills: Beat Chest 75%, Climb 45%, Hide 70%, Pilot (Rocket) 65%.

Weapons: *Bite* 55%, damage 1D6+2D6, atts 1, base range Touch.

Panzer Glove (Fist) 55%, damage 1D12 + 2D6*, atts 1, base range Touch.

*Each attack made with a Panzer Glove against a vehicle reduces its armour on the location attacked by 1

Armour: 2-points of skin and fur.

Sanity Loss: 0/1(for ***Dust*** heroes) or 1/1D4 (for ***Achtung! Cthulhu*** investigators, for whom the notion of sentient, weaponized space exploration apes is simultaneously farcical and disturbing.)

Special Rules: *Sentient Space Ape!* More intelligent than even most other products of the space program, Markus has been uplifted through genetic engineering and surgery; any plan an intelligent human might form is open to Markus.

Atavistic Frenzy. If an Axis War Gorilla loses half its hit points while in hand to hand combat, it may immediately make both a bite attack and an attack with its Panzer Fist (outside of the usual initiative order).

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d12+3, Vigor d12.

Skills: Fighting d10, Intimidation d8, Knowledge (Mythos) d4, Notice d6, Piloting d6, Repair d6, Throwing d8.

Pace: 7; **Parry:** 7; **Toughness:** 11.

Special Abilities

- **Edge:** Combat Reflexes.
- **Panzer Glove:** Str+d10+d6 electrical (AP 5, Heavy Weapon).
- **Size +3:** Axis War Gorillas are 8 feet tall with limbs like tree trunks.
- **Sweep:** May attack all adjacent investigators at -2.

• Book Two •

Perchance to Dream

CHAPTER 1

Introduction

"To die, to sleep - To sleep, perchance to dream - ay, there's the rub,
For in this sleep of death what dreams may come..."
- William Shakespeare, Hamlet

I have rarely dreamed, historically, in this life. This last year has been different. I am visited by visions, perhaps ghosts, of the men I destroyed. Their minds are mad, their agony stretched across depthless aeons. They are in another world and, from it, call to me. I am their devil, you see. I am the man who condemned them to this hell. Hell… no… for I have obtained possession of certain tomes from the military library here.

I have clearance, you see, and have helped myself to the knowledge. These dusty logs ramble on about a place called the Dreamlands. They are, I would have thought, the rantings of a madman. One day, I myself might write such mindless things…

But no. There is yet lucidity in this mind. These things, these Dreamlands, are real. Or at least as real as our world. They are bound, inexorably, to us. Those dark creatures that my dreaming mind has seen with wings spread across the nights of nebulae and stars also travel here. Perhaps, it is a midway point. There are ways to enter. The books say as much. As I said, I was no dreamer. Now, I am become one.

—Extract from the Journal of Dr. Lowbeer

Welcome to the first ***Dust/Achtung! Cthulhu*** crossover adventure. This is dedicated to a scenario introducing ***Dust*** investigators into the world of ***Achtung! Cthulhu***. To prepare the Keeper, the different episodes are briefly outlined below.

The premise of the adventure involves an experiment conducted in Philadelphia in 1943. This experiment takes place in the world of ***Dust*** and transports a U.S. navy ship, and its crew, to the Mythos Dreamlands. Four years later, during the fall of London, the Allies attempt to replicate the experiment. With the Axis closing in on the secret laboratory, the investigators are thrust through a portal into a world they do not know. Their mission is to find out what happened to the missing ship and her crew. Their journey eventually encompasses much more than that, and may very well determine the fate of both worlds.

OVERVIEW

In Philadelphia, on October 30, 1943, a ship called the USS Eldridge underwent an experiment to render it invisible. The ship disappeared, but not in the way the project directors intended. Instead of cloaking itself, the magnetic energy used to hide the ship tore a hole in space-time. The Eldridge vanished from Philadelphia only to reappear in Norfolk Harbour, hundreds of miles away.

The men aboard seemed to phase in and out of reality, and some were bonded with the metal bulkheads and hull of the ship. The ship then vanished again—this time without returning. All of this was made top secret.

However, the Allies knew they were onto something—they simply did not know what. In London, Dr. Leo Lowbeer continued to labour over the results of his experiment. It seems the ship disappeared not simply because of the magnetic forces used to conceal her, but rather because of the interaction between those forces and ley lines wrapped around the Earth. The Allies have been unable to replicate the experiment until now, because Lowbeer did not know a vital missing part.

In London, the Allies found an ample ley line to tap into and were about to conduct the experiment—now called Project Londinium—when the Axis invaded the city.

In the world of ***Dust***, in 1947, Axis walkers and commandos have been dropped on Dover. They quickly overwhelmed the surprised Allies and proceeded north.

Running the Adventure with *Achtung! Cthulhu* Investigators

AC While the adventure is written from the point of view of a group of Rangers (p.23) from the ***Dust*** universe, it is also compatible with ***Achtung! Cthulhu*** investigators. If you have an ongoing campaign, add this adventure to that story. The ***AC*** tags appear and stand for ***Achtung! Cthulhu***. Each tag denotes a section explaining the parallel adventure the ***Achtung! Cthulhu*** group undergoes. In parts, they intersect.

There are therefore two adventures inside the one. The first tells the story of a group of Rangers transported to the Dreamlands, while the second tells the story of ***Achtung! Cthulhu*** investigators assisting the Rangers against The Order of the Black Sun.

Now, as the adventure opens, the Allies are fighting for parts of the city. It is a losing battle. The scientists behind Project Londinium are going to destroy the device they have created as soon as the investigators go through. There is no return ticket. The adventure begins, in London, on a cold day in 1947…

Episode One: London

The adventure begins in media res—Latin for "in the middle of things." The investigators get only the slightest backstory before being thrust into the Fall of London. Combat is all around them, and the team—Rangers in the pre-generated characters section (p.123)—must make their way to the secret lab while the streets rage with urban warfare. Once inside the facility, they must help fend off the Axis long enough for the head scientist of the project, Dr. Lowbeer (p.83), to activate the machine and send them through. He gives them a device to find a missing US Navy vessel. The Axis storm in. The investigators go through the portal and the machine is destroyed by Dr. Lowbeer. This fierce, exciting episode thrusts the team immediately into the thick of war and drops them in at the deep end.

AC If the Keeper decides to use ***Achtung! Cthulhu*** investigators, they begin in their own London, one not under assault. That London also has a version of Dr. Lowbeer (p.83), one who has had intermittent communications with his döppleganger in the ***Dust*** universe. The ***Achtung! Cthulhu*** Lowbeer learns that The Order of the Black Sun knows about the parallel world mission and threatens to kill the Rangers sent to find the missing U.S. naval vessel.

The investigators are transported to the ***Dust*** version of London and must proceed to warn the other Lowbeer of the peril the mission faces.

Episode Two: *Dust's* Dreamlands

The Keeper now hands out the prop (p.50) explaining the team's mission. After the investigators have read it, cut from the teaser opening to a new world. The team is now in the ***Dust*** version of the Dreamlands. Of course, they have no idea what the Dreamlands are. While the players may have an inkling, the investigators are ignorant of any Mythos lore entirely. The Mythos does not exist in the world of ***Dust*** proper.

Yet ***Dust*** does have its own reflection in the Dreamlands. In these stark, seemingly unending ruins of once great cities, the investigators are attacked by savage ghouls wearing the tattered uniforms of various blocs. Some exploration is allowed before the team ultimately reaches what appears to be a paradise compared to the Hell they came in from. Those familiar with the Dreamlands should note that accessing Earth's Dreamlands via another world's iteration of the same, is one theoretical way to keep technology intact. In the case of this adventure, the theory proves correct.

AC The team arrives in the ***Dust*** experimental facility just after the team has left. Lowbeer is trying to destroy the equipment before the Axis can get their hands on it. The team explains who they are, and Lowbeer tells them to go through the portal before he destroys it forever.

The investigators jump into the portal and wind up in the ***Dust*** Dreamlands. Because they are in the ***Dust*** Dreamlands, their equipment does not devolve into more primitive technology. Unfortunately, the Rangers they were sent to help have, in this case, taken a terrible beating.

The Keeper should decide which of the pre-generated characters (p.123) survived.

Episode Three: Tanarian Hills

Green, rolling hills extend as far as the eye can see. The investigators have left the ***Dust*** Dreamlands and arrived at the one Mythos fans are familiar with. An encounter at a small village leads them toward the city of Celephais on the coast of the Cerenarian Sea. There, the villagers believe, the team will find what they seek.

AC Investigators know there is a plot afoot involving the Black Sun. With the help of the remaining Rangers, they discover the plot and foil it. The Black Sun is a dread enemy in the world of ***Achtung! Cthulhu***.

Episode Four: Celephais

A city dreamed up by a single man from Cornwall, Celephais does not age, nor does anyone inside. This unfamiliar place is home to thousands of citizens as well as agents of The Black Sun. It is here, in Celephais, that the Black Sun first attack. *Totenmeisterin* (p.39) from the world of ***Dust*** has allied with the Nazis of the ***Achtung! Cthulhu*** universe. Two dark powers are now united toward a single, terrible purpose, which must be uncovered and stopped.

Celephais provides opportunities for role-playing encounters and introduces the group to both the king of the city, and the brighter side of the Dreamlands. By the times they leave Celephais, the team has gained valuable help in finding the USS Eldridge.

Episode Five: Sailing to Sarkomand

The group sets sail for the ruined city of Sarkomand where they believe the USS Eldridge and crew are hiding. On the way, they are ambushed by black galleys flying the Black Sun flag. The team's weapons prove very powerful against medieval ships, but they are still outnumbered. With the Eldridge's help, the black galleys are driven away. The team is happy to be aided but likely suspicious of how the Eldridge knew where they were.

Dr. Lowbeer (p.83) appears from below decks. He is much older than their last encounter with him, and like the crew of the Eldridge, haggard. He explains that the investigators entering the Dreamlands caused a ripple effect and by the 1970s, caused both the world of ***Dust*** and the world of ***Achtung! Cthulhu*** to fall under Mythos affiliated Nazis. The future is hellish, and its origins start here in the Dreamlands. The Nazis are using a portal from the Dreamland to invade ***Achtung! Cthulhu*** Earth in 1938 with ***Dust*** technology. They are going to overrun America before that country even enters the war. Dr. Lowbeer tells the team he needs them to prevent this disaster from changing the outcome of both wars.

AC This version of Lowbeer (p.83) appears to have been exposed to Mythos horrors. The investigators likely have questions for him the ***Dust*** characters do not. Lowbeer answers those he feels ensure the mission's success.

He has been in a world ruled by Great Old Ones for 30 years. He is not as stable as he once was.

Episode Six: Sarkomand

Dr. Lowbeer (p.83) explains that the Nazis from the ***Achtung! Cthulhu*** universe created a replica of Wewelsburg castle in the Dreamlands on the Plateau of Leng. This dangerous territory is all but impossible to pass. The plan is to enter Sarkomand and use tunnels in the ruins leading to Wewelsburg II. The team must contend with the Black Sun as well as the dark horrors that stalk the million year-old ruins.

Episode Seven: The Underworld

The tunnels to Leng prove to be part of the Underworld. The team traverses an underground sea, fights the toughest Mythos creatures they have yet encountered, then emerge onto the Plateau of Leng. From here, they must make their way to Wewelsburg II. The castle sits in a valley watched over by a black, pestilential sun. Madness stalks any who look upon this unnatural star. The team must overcome their loosening grip on sanity while planning to storm the castle and stop the invasion. The odds do not look good.

Investigators may already be familiar with the castle and the dreaded nature of its dreaming.

Episode Eight: Wewelsburg II

This episode can go any number of ways. The team decides how to assault and penetrate the castle. After all, the castle is a medieval fortress and the investigators have ***Dust*** technology. This could work—until they run into the Axis ***Dust*** technology being used for the invasion.

It is also possible the team has been captured. In this instance, they need to escape, get their gear and stop the portal from opening. The initial Nazi team secures one side of the portal on ***Achtung! Cthulhu*** Earth, and the invasion soon follows. It is imperative to stop that team as quickly as possible.

The first recon teams are through the portal and the investigators leap through the portal to follow the Axis… or so they hope.

Episode Nine: New York, New York

The investigators do not emerge in the same area as the Nazi recon team. They are in the middle of a Depression-era Hooverville inside Central Park. They have to find out where the Nazis emerged and stop them from securing the gate on this side. A secure gate would make the portal stable enough to transport an entire army through. In 1938, America is not ready for war. ***Dust*** technology and crack German troops will overwhelm the country and end the war before it begins.

Salvation comes in an odd form—Dr. Lowbeer in this universe (p.83). Here, Dr. Lowbeer works for Naval Intelligence. With his help—assuming they can convince him this lunacy is real—they can find the Nazis and try to stop them with the army's help. The older Dr. Lowbeer (p.83) knows enough about himself to convince his döppleganger of the reality of the situation and a young actor working with the WPA—Orson Welles—has reported strange, almost alien vehicles in nearby New Jersey. The truth behind Welles' famous War of the Worlds broadcast is about to be revealed.

Episode Ten: Grover's Mill

In a small town that becomes famous for a "Martian" invasion, the team confronts the Nazis with the help of the U.S. Army. Unfortunately, the Nazis have summoned an aspect of Nyarlathotep and chaos ensues. This final, climatic battle presents the nigh impossible task of fighting not only Axis walkers and troops, but an aspect of Nyarlathotep himself. Only their skill and superior weapons have any hope of winning this fight. The Keeper is encouraged to use miniatures for this epic clash between two worlds.

Epilogue

The investigators have, hopefully, stopped the Nazis from securing the portal for the invasion. They may have beat back Nyarlathotep, but that Elder God will not forget such a defeat. The team has no ostensible way home and find themselves in New York during the fall of 1938. For the time being, it seems they are going to become investigators into the occult and work with the budding American intelligence program to find out what is really going on.

CHAPTER 2

Plot Episodes

"We shall defend our island, whatever the cost may be. We shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets, we shall fight in the hills; we shall never surrender."
- Winston Churchill

EPISODE ONE: LONDON

1947 ***Dust***, Stukas and V-3 rockets have bombed London for weeks in preparation for the Axis invasion that began a few days ago. The great works of the British Empire—Trafalgar Square, London Bridge, and Piccadilly Circus—now lie in ruin. Much of the city burns, as fire crews are already evacuating with the civilian population. The Allies know that London is lost. All that matters now is a delaying action, which affords the evacuation of as many as possible.

Into this conflagration, the investigators are thrust. A runner, a boy of no more than twelve, reaches them where they are headquartered in London itself. They have to work their way across the Thames to King's Cross Station. The Underground between where they are and the station has collapsed. This means they have to travel by street. Along the way, they confront Axis invasion forces.

The boy, Derek, tells them that they have been summoned for their mission early. They know only this top secret affair is called Project Londinium. It involves high technology reverse engineered from the Vrill.

All available soldiers are holding the line as best they can, or going in the opposite direction.

Scene One: Getting There

Getting there is no easy feat, with the invasion well under way. The battle lines are not static but instead ever shifting. What was true an hour ago may as well be ancient intel. The city is in chaos. Along the roads, black husks of burnt-out vehicles sit beside collapsed buildings. Only the occasional intact structure sprouts from this loam of rubble. Play up the complete disorientation such a scene causes. The team members are combat Rangers (p.23), but they probably have not watched a city of this size fall before. It is as if the entire city screams with one, terrible voice. Civilians are moving toward egress routes, being led by city defence forces. All available soldiers are holding the line as best they can, or going in the opposite direction.

The team is venturing toward what everyone else is running away from. That is why they are heroes though, is it not?

By the time they get to the Thames, they reach what serves as a current battlefront. Elements of the British SAS are attempting to hold London Bridge. They have set it with demolitions to delay the Axis advance, but need to hold it long enough for some civilians to get a chance to cross.

The investigators have few options. Trying to swim across turns into a turkey shoot. They need to penetrate the Axis lines before reinforcements arrive. Sergeant Gallagher, an Irishman in the SAS, apprises the team of the situation. He has to scream over the shelling and gunfire around them. The investigators have one M-2 walker (p.26) with them at this point. Kings Cross has supplies, but they do not have access to them now. They are kitted out as standard Rangers (p.83) otherwise.

The Allies have sandbag emplacements on the end of the bridge. These are assaulted by two Axis Luther Walkers (p.33) and fifteen *Sturmgrenadiere* (p.28). The ten British SAS (p.48) have no walkers, but they do have two Victory Machine Guns (p.26).

From this point across the Thames, the team can see Londoners with stuffed suitcases and children hoping to get across. The team may decide to help them. In any event, they need to cross the bridge, and that is currently under attack.

See the map for details. The team is on the south side of London Bridge. The Axis assault from the north side of the bridge. The evacuees are queuing for boats on the Thames, but the boats are only accessible from the south side.

BRITISH SAS

Use the Stats for SAS (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.45), and make the following changes:

Weapons: *M-1* (Assault Rifle) 55%, damage 2D6 +4, atts 1 or Burst, base range 110 yds.

Under-slung grenade launcher (Grenade Launcher) 55%, damage 4D6/4y, atts 1/2, base range 150 yds.

Victory (Machine Gun) 55%, damage 2D6+6, atts Burst, base range 150 yds.

Springfield M-1 (Bolt-action sniper rifle) 55%, damage 2D6+4, atts 1/2, base range 160 yds.

Armour: 10-points of advanced combat armour.

Gear: *M-1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP2, Auto), *UGL Grenade Launcher* (10/20/40, 2d6+1, MBT, shots 1, AP1 Snapfire), *Victory Machine Gun* (30/60/120, 2d8, RoF 3, Shots 100/250, AP2, Auto), *Springfield M-1 Sniper Rifle* (30/60/120, 2d8, Shots 15, AP 1, Comes With Telescopic Sight)

Play this battle out with miniatures if desired, part of the fun of ***Dust*** is the excellent line of models. If this adventure is being run strictly as an RPG, show the investigators the map. It is the Keeper's discretion that determines how hard it is for the investigators to breakthrough.

There is another battle ahead of them at King's Cross, so the Keeper might want to go easy for now. This is just to get them warmed up, after all. Assume the Axis force attacking the bridge is just the vanguard of a larger effort.

Once they cross and evade [or defeat] the Axis, they can proceed to King's Cross. The only entrance is via the Underground Station at Tottenham Court Road. This station took heavy bombing prior to the land invasion and lies in ruin. However, it is still accessible. The British control the entrance for the time being, but that is not going to last.

As the investigators descend into the Underground, they see a group of Axis zombies and walkers appearing in the distance. The team must move quickly. The Underground is hung with emergency lights. The trains do not run. A Keep Calm and Carry On sign is altered with graffiti that reads: Keep Calm and Bugger Off. Some other propaganda posters are desperately tragic and ironic in the light of their current context.

Getting to King's Cross from down here is relatively easy unless the Keeper determines otherwise. The Keeper may call for Spot Hidden [Cth]/Notice [Sav] checks to keep the tension high. Use of Sneak [Cth]/Stealth [Sav] is unnecessary, but can also be encouraged to keep everyone on their toes.

Scene Two: King's Cross Station

The station itself is mostly abandoned. Only a pair of military guards stand by an otherwise nondescript iron door. This leads to the facility below where an ancient Roman ruin was found in 1940. For reasons at present unknown to the team, the Roman site is integral to the project of which they are a part.

The two guards check the team's papers and let them through. Down a steep set of concrete steps they descend into the deeper underground of ancient London.

Through another tunnel and a door lie the remains of a Victorian station long closed up. Inside that, in a great pit, lie what looks to be Roman skeletons fused with rock. Menhirs, or Monoliths, are strewn with the bodies. Some sort of desperate battle between Celts and Legionaries appears to have happened here. Surrounding the pit is a massive circle of cables that culminate in a control panel. There, Dr. Lowbeer (p.83) and his assistants hurriedly prepare the device for whatever it is supposed to do.

Dr. Lowbeer (p.83) is about 30 years of age. A prodigy, the team knows he worked with Turing and Einstein both. If asked why the hell this project was not moved to Ireland or even the U.S., Dr. Lowbeer states that the exact position is essential to its success. The team may have no idea what this means, though scientific types might at least venture a guess. A Difficult Cthulhu Mythos roll [Cth]/(-2) Knowledge (Mythos) test will result in the accurate guess that it has to do with Ley Lines.

Squatting down in the cramped chamber are two walkers, an M1 Series Light Assault Walker "LAW" (p.26) recon and a Mickey (p.26). These are going with the team. As Dr. Lowbeer yells at them to get re-supplied, the concrete ceiling above them begins to shake. ***Dust*** and particles rain down. "They have a digger!" Lowbeer shouts. The Keeper should mention the Axis was experimenting with tracked diggers in Tibet. They literally burrow into the surface of the city, and some say they were used at Zverograd.

Lowbeer is frenetic. On a chalkboard behind his control panel, he makes a final calculation in what may as well be Hieroglyphs given what the team can read. He takes a sealed envelope out of his pocket and tells the team to read it once they are through.

"Through what?" is the logical question to ask. Lowbeer responds, "The portal!" as if that should be entirely obvious. He then pushes a device into their hands. "It will point you in the right direction of the ship. A child could use it!" This device requires a Navigate or Track roll [Cth]/Knowledge (Navigation) or Tracking test [Sav] to correctly operate.

As the ceiling continues to shake, it becomes apparent the digger is getting through on the far end of the old Victorian platform. There is little that can be done to stop it, but the guards rush in at this point. From the digger, twelve *Undertoten* (p.28) and a *Sturmgrenadiere* Handler (Use stats for normal *Sturmgrenadiere*, p.28) pour forth. There are 12 of them to start, with a handler behind them.

Lowbeer demands the team hold the zombies off while the machine warms up. After a few rounds—see how well or poorly it is going for the team—an eldritch green light emanates from the cables. It quickly spills a similarly coloured mist into the pit. Lowbeer screams above the noise of the opening portal, "Read your objective on the other side. I'm blowing the machine once you're through. You will have to find your own way back!" He then turns the final mechanisms.

The mist turns into a vortex, and the pit disappears. Through the muslin-like green aura, though vaguely, they can see what look like the ruins of a city.

"Jump already!" Lowbeer shouts, then pulls a pistol to defend himself against the remaining zombies. If the zombies are all dead, another digger bursts through at this moment. Dr. Lowbeer holds one hand over the blaster for the dynamite wired to the cables and the controls. "Go!" he yells. If the team thinks to make any Spot Hidden rolls [Cth]/Notice tests [Sav] they can see movement of some type through the portal, but can not make out any specifics.

Dr. Leo Lowbeer

Dr. Lowbeer (p.83) is a brilliant scientist who works with Vrill technology and transdimensional space. There are likely no more than five people on the planet that know what that means. At this point, he does not have the time to explain it.

However, Dr. Lowbeer's seeming last stand is not to be. He is captured, and the investigators meet an older, more eccentric [read:crazy] version of him later. The young man they leave behind is fully dedicated to the Allied war effort. The one they meet later has become obsessed by the Mythos.

Lowbeer is absurdly intelligent and does not have the inclination to explain to lessors why he wants things done the way he wants them done. Others should simply defer to his intellect and snap to it. The future Lowbeer (p.83) is not so cavalier. He has seen the product of his intellect and wants to atone for what he thought would help the Allies. The portal he has helped recreate could be the undoing of two worlds but this Dr. Lowbeer, in 1947, does not know that.

There is a third Lowbeer (p.83) as well—the one located in the ***Achtung! Cthulhu*** universe. He has had intermittent contact with his döppleganger here in ***Dust***. That Lowbeer and this one eventually merge into a single Dr. Lowbeer (p.83) at some point in the future. Or anyway their memories become inextricable. This third Lowbeer tries to warn the investigators about the future they are creating.

For more insight, see his diary entries throughout this book.

The team has to jump, now or never. The portal is big enough to fit the two walkers and the rest of the group. Any follow-up questions are now moot. Axis reinforcements are coming. Play up the desperate nature of the situation. The scientists stay behind precisely so the team can get through the portal. They are likely sacrificing their lives.

With a curse and a jump, the Rangers tumble into the portal to a destination they know not where.

The documents on the Philadelphia Project can be summarised by the Keeper from the intro material (p.43). The crew specifics are not relevant to what happened, but the Keeper may decide to provide some info on the crew as a red herring.

AC The mission begins very differently for a team of investigators in the ***Achtung! Cthulhu*** universe. They are summoned by the Dr. Lowbeer (p.83) they know. This Lowbeer is very well-versed in Mythos lore. He explains that another world, similar to this earth, exists

MOST SECRET

To: Team Leader Echo

From: ASOCOM, Kansas, U.S.A

The following is MOST SECRET and not to be read prior to the execution of the PROJECT LONDINIUM device.

Men,

You have been selected for your valour and skills. This is a difficult mission, but may prove key to the war effort. In 1943, something known as The Philadelphia Project opened a portal to another place. The USS Elrdridge was the subject of this experiment. She and her crew teleported from Philadelphia to Norfolk and then vanished from this Earth.

Dr. Lowbeer has managed to recreate the conditions of that experiment. We must know the fate of the USS Eldridge and her crew. We must know the nature of this "other space" she vanished into. If the Axis already has their hands on this technology, we need to know.

Your team is to proceed beyond Dr. Lowbeer's portal and find the ship and her crew. If alive, bring them home. If dead, find out what happened to them. You have been given equipment to assist your journey. Return to the point of arrival in no more than seven days. Lowbeer will reopens the portal at that time. Past that point, we fear the Axis will already be upon London. Once they are, we have no choice but to destroy the equipment to prevent it from falling into Axis hands. The included prcis gives you details on The Philadelphia Experiment.

Good luck and God Speed.

Yours,

General Dwight D. Eisenhower Supreme Commander of Allied Forces

30 OCT 1947

AC

FROM: SECTION M
MOST SECRET
SUBJECT: UNKNOWN GERMAN AGENT

DR. LOWBEER HAS ALERTED US TO THE PRESENCE OF AN AXIS AGENT ON OUR SOIL. WE BELIEVE THIS PERSON IS EXTREMELY DANGEROUS. SHE, OR IT, GOES BY THE NAME TOTENMEISTERIN. LOWBEER MAY KNOW MORE THAN HE IS LETTING ON. HE INSISTS SHE IS A FROM A PARALLEL WORLD.

YOU ARE TO FOLLOW LOWBEER'S INSTRUCTIONS THROUGH A PORTAL HE HAS CREATED. FIND THIS AGENT KNOWN AS TOTENMEISTERIN. SHE IS WORKING WITH THE BLACK SUN. WE DO NOT HAVE FULL CONFIDENCE IN LOWBEER. WATCH HIM CAREFULLY.

YOU WILL BE ENTERING THE DREAMLANDS. WEISSLER AND WEWELSBURG II NO DOUBT FIGURE IN. PROCEED WITH CAUTION. THIS IS VITAL INTELLIGENCE. IF ANOTHER WORLD EXISTS, WE MUST KNOW ABOUT IT.

WARN THE OTHER LOWBEER OF THE BLACK SUN, BUT WATCH HIM.

and on it is a double of himself. That double is about to undergo a mission the Black Sun have advance knowledge of. Lowbeer needs the team to go into a parallel London, under invasion, and warn Lowbeer not to send his team on their mission.

It is likely confusing for the investigators, and Lowbeer does his best to explain. However, he indicates the two worlds are becoming synchronised, and time is going to be of the essence. Again, like his counterpart, Lowbeer's explanations tend to be complicated and aloof. He is, after all, an intellectual. He does not expect mere soldiers to understand.

Once the investigators are given the alternate AC-tagged handouts, Lowbeer and some other mystics open a portal to the world of ***Dust***. The investigators go through and find themselves in the middle of the battle described above. Note that Lowbeer has not read the communiqué. It is sealed.

To the investigators, the invasion of London is profoundly frightening. They never dared think it would come to this. Further, the strange technology of this world is likely to leave them momentarily awestruck. Huge, walking tanks clomp down streets and fire particle weapons at each other. Soldiers wear heavy-looking armour and carry weapons much more advanced than the investigators have.

Still, Lowbeer has assured them that this London's geography is likely the same as the city they know. They must proceed to a Victorian era Underground station and warn the ***Dust*** version of Lowbeer.

Upon arriving at the site, the investigators discover that the Ranger team has already gone through the portal. They have mere moments to follow them before ***Dust*** Lowbeer (p.83) blows the whole thing up.

AC FROM: SECTION M
MOST SECRET
TO. DR. LOWBEER

YOUR REQUEST TO WARN THE ALTERNATE UNIVERSE HAS BEEN APPROVED. YOUR TEAM IS ON THEIR WAY. THEIR MISSION IS TO STOP THE ALLIED TEAM ON THE OTHER SIDE OF THE PORTAL BEFORE THAT TEAM GOES THROUGH.

FAILING THIS, THEY MUST FOLLOW THE TEAM INTO THE DREAMLANDS AND WARN THEM OF THE INVOLVEMENT OF THE ORDER OF THE BLACK SUN. UNDER NO CIRCUMSTANCES CAN THEY ALLOW THE BLACK SUN'S PLAN TO SUCCEED. DISCOVER WHAT IT IS AND STOP THEM. AT ALL COSTS.

THE OTHER UNIVERSE IS ACCEPTABLE COLLATERAL DAMAGE IF NEED BE.

THE TEAM MUST UNDERSTAND THIS.

Using Unfamiliar Weapons & Equipment

While playing investigators from the ***Achtung! Cthulhu*** universe, investigators discover unfamiliar weapons and equipment. All small arms are rather easily understood. Piloting a walker is more difficult. Fortunately, walkers are so advanced they are easier to operate than a tank. Any investigator with relevant skills in driving or piloting tanks can use a walker. Have their first attempts begin with suitable penalties, but allow them to quickly get that hang of it. Part of the fun for them is shooting up Mythos creatures with very powerful walking vehicles!

EPISODE TWO: *DUST'S* DREAMLANDS

Six months, now, dreaming in that other place—The Dreamlands. Oh, wonders and horrors lie in that other realm. I have seen the Plateau of Leng where primitive stone huts house things that are not quite men. I have seen the city of Celaphais and met a man from Cornwall who claims he dreamt the entire city. I looked him up upon waking. He died 20 years ago, an addict to morphine. I have been to such places… but… there is more. There is another world, a world beyond the Dreamlands which is not our own. I can only infer it from dreamers who have arrived from that—what do I call it?— parallel world.

They too are in the midst of war and, at first, I mistook them for dreamers from our own. But no, their war has gone on for years. It is 1947 there. Ah, I thought, I am seeing our future. But again it is not true, for I see the ghostly dream reflections of the weapons they wage their war with, and they are not anything we could uncover given two decades of research.

One of the dreamers is a woman. She is there with some regularity. Her hair is golden and pure and Aryan in the way she, and her countrymen, believes is perfection. Macha. She is called Macha. We have had picnics on the Tanarian Hills. I am not built for love. It is something of the heart. My mother cautioned against the heart. It has served me well. Very well. I cannot help but wonder if, in her world, there is another me. Dear Lord, am I jealous of myself?

—Extract from the Journal of Dr. Lowbeer

Your molecules spread across time and space. Bits of you, drawn from some central explosion at the universe's birth and spiraling out, are collected, again and again, as stars, and dust, as the atoms of kings and conquerors. Alexander the Great is inside you, Henry V passes through you. Despicable tyrants long dead float through space and time around you. The smell of London in 1888 when smog covered the city assaults your nostrils. The sound of a departing train in Paris and a future you hopefully never experience. A man, landing on the red dust of Mars, wearing a Nazi Swastika shimmers before you like a mirage.

Hunter gatherers stare into the night and find shapes among the stars. Patterns. Symbols.

Symbols scarred into their minds. Madness.

Nausea.

You are descending.

Oh, wonders and horrors lie in that other realm.

Scene One: Attacked!

Such a confusing experience is what awaits the investigators as they plunge through the portal. They have left their world, the world of ***Dust***, and ventured into that world's version of the Dreamlands. For all worlds have their own Dreamlands and, somewhere, they all intersect.

They feel themselves falling, past rain and ash and the skeletons of steel buildings free of bricked flesh. Then, as if they did not fall at all, they find themselves on the ground. Around them is a city devastated by war. These Dreamlands reflect the world that birthed them—they are a horrible caricature of the war. The entirety of these Dreamlands was ravaged as the minds of those on that Earth were battered by war. There are no green fields here, no crystal shores and wonders. Once there were, but unceasing combat has turned all those into dust. It is a bleak, sepia photograph of a world

about to die. As they attempt to get their bearings, each investigator should make a CON roll [Cth] /Spirit test [Sav] is needed or the ghouls waiting in the building get to ambush the investigators as they recover.

As they fiddle with the device they feel eyes upon them. From the nameless, ruined city shadows stalk out of the radioactive-like red mist—Ghouls (***Call of Cthulhu, Sixth Edition***, p.160 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.228 [Sav]).

There are 7 ghouls. Although the investigators have superior weapons, but ghouls are not as susceptible to gunfire as human enemies. Seeing these ghouls induces a Sanity (0/1D6) roll [Cth]/Nausea test [Sav] for each investigator.

After the combat, it should be obvious they are in hostile territory. The investigators have only Lowbeer's device to guide them. A black sun is visible in the sky, but is occluded by red clouds. It does not have the same effect as the black sun later found on the Plateau of Leng (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.77).

Lowbeer's device looks something like a Geiger counter, but the red arrow points centrally when the wand-like tip of the item is pointed toward the USS Eldridge. Anyway, that is the theory. They have to piece this out themselves, as Lowbeer did not bother to explain. This device requires a Navigate or Track roll [Cth]/Knowledge (Navigation) or Tracking test [Sav] to correctly operate.

For as far as they can see, in any direction, lie nothing but blasted ruins and the thin skeletons of ruined buildings.

Scene Two: The Lost Boys

After some while traveling—it is impossible to tell just how long movement takes in the Dreamlands—lights appear ahead. They dot the sky up to about thirty feet. In fact, they are torches burned by The Lost Boys—a group of English school children trapped here with a crazed member of the USS Eldridge crew.

The Lost Boys all attended a prep-school in Cardiff, or did, before it was destroyed by the Axis in early bombings. They are dead, at least in the real world. Now, they may simply be projections of those boys that continued to live on after their bodies died, or they may be ghosts. ***Dust*** is its own world and there are, for now, no ghosts that inhabit that domain. The Keeper is free to explain The Lost Boys in whatever manner makes sense for the group.

The boys wear the tattered remnants of school uniforms—shorts, blazers, and caps. They attack the party from above—they live in a three story ruined building that used to be their dormitory. Their attacks come in the form of insults and rocks. This is annoying, but not lethal. The kids are being kids.

Their "headmaster" is a member of the USS Eldridge crew. He encourages the boys to pelt "those nasty ghouls" with rocks and insults, until he recognises that the investigators are from his Earth. Then he maniacally laughs and tells the boys to leave the poor "dead fellows" alone. The man wears a cape made from a tattered American flag and the remains of his sailor uniform.

Information can be gotten from the USS crew member, Carlos Allende, as well as The Lost Boys. The Lost Boys are the first hint that time does not pass here in the Dreamlands as it does on their Earth. The Lost Boys are all young, but they hail from many different classes. A few claim to be from 1953, where the Axis rules the world under the protection of "monsters."

Carlos Allende (p.84) is a Boatswain from the USS Eldridge who is convinced he is dead and in Hell. This is his punishment for a life of sin. Allende never turned out to be the man his mother wanted him to be. He got into trouble. He played cards, smoked cigarettes, and drank. Being in

Investigator Knowledge Versus Player Knowledge

Many players have some experience with Cthulhu prior to this adventure, but the investigators have not had the "pleasure." These people come from the world of ***Dust***. The Cthulhu Mythos does not exist in that world aside from this book and an investigator's imaginings. ***Dust*** is an alternate World War II on a different Earth. ***Achtung! Cthulhu*** is a different world with secret, occult war underpinnings.

Players should be encouraged to play what their investigators know about the Mythos—nothing to start—rather than what they know. It is all well and good if they guess where they are. That is part of the fun, and they will have more fun playing their investigators as ignorant to Cthulhu and all his tentacled madness.

Dust Investigator's Sanity

Sanity works like normal for investigators from the ***Dust*** universe except that they get a slight bonus. The world has been at war for eight long years. Alien technology is real, the dead serve as soldiers and gorillas have the intelligence of men. This is not going to save them, but it does give them a slight edge.

For these reasons, ***Dust*** investigators get a +5% bonus on all Sanity rolls [Cth]/get a +1 to Horror tests [Sav].

Still, these are human investigators and the human mind—from wherever it originates—is not built to comprehend the horrors of the Outer Dark.

the Navy was the best thing he ever did, but that involved killing men. To Allende, this is a very appropriate Hell. He mumbles and rambles then becomes lucid for a moment. He laughs a lot for no particular reason.

He informs the investigators the rest of the crew "went to Fiddler's Green"—an old sailing legend of a heaven-like afterlife. He describes it as, "hills of green as far as the eye could see." He got left behind, and they all disappeared on him. Should the investigators mention they can find the crew with their device, it will pique his interest. If they really can find "heaven," Allende wants to go there. He thinks God or the Devil stranded him here. In reality, he just wandered off from the rest of the crew and is incredibly lost, and no longer sure even which direction will get him "back" to where the rest of the crew is.

Allende can describe how the ship went through a portal. How men fused to the bulkheads. How much agony they were in. How he himself briefly appeared inside a bar that seemed half real. He can describe all of these things but shed no light on them. He neither knows where he is nor how it is possible that he arrived here.

The Lost Boys are raucous and undisciplined, as boys tend to be when free of sane adults. They think their "headmaster" is mostly crazy, but believe being dead is probably a reasonable explanation for what is going on. They ask the investigators what year it is "back there."

There is nothing the team can do for the kids except spare them some rations—apparently people still eat in "hell." Aside from that, the boys are content to be left alone. They do not seem mad like Allende and that is, perhaps, even scarier. Allende may ask to travel with the group, the boys are content to stay where they are.

The device continues to lead the group toward the USS Eldridge, which is located in ***Achtung! Cthulhu***'s Dreamlands. The fields of green that Allende thinks are heaven are actually the Tanarian Hills. The device points the way there, but there is another encounter ahead of them before they arrive.

They have travelled a long time. As stated earlier, they cannot say how long, but the team is fatigued. When they feel like they have travelled so far only to arrive at nowhere, spring this disturbing encounter on them.

Scene Three: Beast Walkers

Running at them out of the mist pervading this Dreamland, are what appear to be three walkers. The thing is, they are not normal walkers. These are creatures, fusions of beast and machine, with the upper body of a walker and the legs of some hideous, demonic bird. That is what attacks them. These walkers are projections of ***Dust***'s familiar and iconic war machines. They have metal beaks and are painted in camouflage patterns that look like a leopard's spots. They affront the mind to look at, though there is something comical about them. Still, they induce a Sanity (1D4/1D8) roll [Cth]/difficult (-1) Horror test [Sav].

BEAST WALKERS (3)

These nightmare fusions of machine and alien physiology appear to be a madman's re-imagining of the Russian folk tale of Baba Yaga's dancing hut. Rather than a quaint Siberian hunting lodge, though, this creature is a fusion of Luther Walker and alien anatomy with a passing resemblance to chicken legs.

STR 29	**DEX** 15	**INT** 05	**CON** 22
SIZ 31	**APP** n/a	**POW** 05	**EDU** n/a
SAN n/a	**Hit Points:** 26		

Damage Bonus: +3D6.

Skills: Caper horridly 55%, Make haunting hoot and wails 85%.

Weapons: *Pincer* 20%*, damage 1D8+3D6, atts 1, base range Touch.

Stomp 20%, damage 1D12+3D6, atts 1, base range Special**.

50mm Flak 43 20%.

*Against vehicles, and creatures of size 25 or more, a Beast Walker's Pincer attack is made at a base of 45%

**Stomp attacks may only be made against against targets between the sizes of 7 and 18, but are made against all such targets within 5 yards of the Beast Walker each turn.

Armour: 20 point, steel plating, pallid hide and bone spurs.

Sanity Loss: 1D4/1D8.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d10, Vigor d10.

Skills: Fighting d10, Notice d8.

Pace: 12; **Parry:** 7; **Toughness:** 12.

Special Abilities

- **Beak:** the Beast Walker can tear at the creatures and vehicles with its beak. It does Str+2d10 damage, and counts as a Heavy Weapon.
- **Construct:** +2 Recover from being Shaken, no additional damage from call shots, constructs do not suffer from poison or disease.
- **Fearless:** the Beast Walker is immune to fear.
- **Horror:** those who see a Beast Walker must make a successful Spirit check or check on the Horror Effects Table (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.181)
- **Jumper:** the Beast Walker can jump, when it does this treat it as having a pace of 50 and ignoring intervening terrain. It has to make an Agility check when landing or it falls prone.
- **Size +5:** Walkers are large and dense creatures, about the size of a Medium Walker.

- **Stomp:** The beast walker can stomp and kick anything along its path of travel. This does Str+d8 damage to all targets it touches during movement. A Beast Walker cannot use Stomp and Jumper in the same round.

Once the Beast Walkers (p.53) have been dealt with, the investigators, continue toward the Tanarian Hills. Make it a big deal to the investigators. They have been moving through some nightmare realm when suddenly the red mist parts, the black sun hides itself and blue skies are seen behind the slumbering mounds of green hills. Allende (p.84), if with the group, throws off his cape and runs straight for it. Should they follow, they find the hills are very real, or as real as anything in the Dreamlands may be.

AC Investigators arrive at a similar place to the Rangers. It is not the *same* place. The two worlds are not in synch and any time differences can cause the portal to shift. Thus, the investigators may experience the same encounters as the Rangers. However, when they meet the Rangers, that group is down to just a few soldiers. Pick the ones that complement the needs of the investigator's most (p.123).

The ***Dust*** team might be first encountered while attacked by the mutant walkers. If this is the case, the investigators can help save the remaining men. The dead men, obviously, have equipment that is very useful to the investigators going forward.

As for the USS Eldridge, that ship has not yet disappeared in the investigator's timeline. They know nothing of the Philadelphia Experiment. Allende can fill them in. If the investigators need more men to fill out their ranks, simply have more Rangers survive. Rangers, while very elite, were not prepared to meet Mythos horrors.

Successful Cthulhu Mythos rolls [Cth]/Knowledge (Mythos) tests [Sav] reveal to any investigator that this is not the Dreamlands with which they are familiar. The investigators are in a very different place. They realize this, in time, without rolls [Cth]/tests [Sav], should they fire their weapons. The weapons do not morph into swords or bows—they remain guns. Very handy going forward.

Clever investigators may realize that, if these weapons can be brought into their Dreamlands, a very different sort of war might emerge.

DUST THIS. DUST THAT. WHERE IS ALL THIS DUST COMING FROM?

— SGT. CARTER

EPISODE THREE: THE TANARIAN HILLS

Macha, I am sorry. I should have judged you better, but I am my mother's son. My father, he was the one with a sense of people. You are corrupted by that foul ideology, and have been, for so very long. You are a monster, not simply in mind but in body. How could I not have seen it? But I did. Didn't I? That other me, that other Leo Lowbeer. I have met him here in the Dreamlands. He and I have spoken, and he told me of you, Macha. Except you are not called that in his world any longer. You are the Totenmeisterin. *He described to me, or I to him, it is so hard to tell these days, footage he has seen of what you have become—a disembodied thing encased in German leather. He knew you too, but before the war. I see how I was played. My father would have seen that coming. "You have no heart, Leo. Like your mother, you are lost in this world." My mother laughed at him then, as did I. She threw herself into the icy Thames later that year.*

Macha. Totenmeisterin. *Love. Monster. You're not content in one world. This place, these Dreamlands, they are a means for you to get to my world, my Earth. We are ready for your terrible weapons. I fear you have already learned too much about the Mythos to be stopped. And yet I have the other me… I will teach him. I will show him how to build a portal like before. Because, you see, he already did, or will, in his world. Which, perhaps, is the same as mine. I cannot tell anymore. Was it me on the shores of Philadelphia two years ago or him? Was it this world, or that?*

I love you. I hate you.

—Extract from the Journal of Dr. Lowbeer

After the brutal and sanity draining encounters of the last episode, this one provides a relative respite. The Tanarian Hills are a paradise by comparison. They are not, however, Fiddler's Green or any such place, but they do exist within the Dreamlands realm of Sona-Nyl: The Land of Fancy. Here, there is no time and no space. Nothing ages. Those who leave have a difficult time returning, except for the Invisible Circus. Sona-Nyl is a kind of paradise, but one in which a person can never leave if they want to enjoy its fruits.

The pastoral quietude is, normally, a pleasure. Today, members of the Black Sun have come to a village demanding a girl. This blonde haired Aryan specimen was taken away. The Black Sun agents are gone when the team arrives. The villagers can describe the Black Sun Agents, and it is obvious they were Nazis, but the investigators should not have any idea that they are not Nazis from their world.

Scene One: The Village

A nameless village was the target of the Black Sun's visit. They needed a particular girl and took her. The villagers were not equipped to fend them off. Not an hour later, the Invisible Circus came to town only to find the villagers in no mood for entertainment.

The village is small enough that it has no leader. It is rather the SSU communist ideal—everyone shares equally. Sadly, this has not stopped the Black Sun from kidnapping one of their children. She is the fifteen year-old daughter of Morgrym, one of the farmers. The Nazis came in demanding the girl after one of the Norn's awoke in Wewelsburg I in the ***Achtung! Cthulhu*** waking world. This Norn claimed the girl was the reincarnation of one of the founding members of the Vril Society—Macha Oten AKA *Totenmeisterin* (p.39). The Norn then ate his own tongue.

Whether any of this is true, there is no way to be sure. The investigators do not know much about the Vril Society save that it supposedly pre-dated the Third *Reich*. Should players be using custom investigators, rather than the pregens (p.123), the team may have more occult knowledge than this. On a successful Difficult Idea roll [Cth]/Extremely Difficult (-3) common knowledge test [Sav] the investigators can match the description of the girl to the one they have of Macha Oten, the beautiful but deranged founder of said Vril Society.

Morgrym and the villagers know of the Order of the Black Sun, but they call them Nazis and they are just another cult to them. In the Dreamlands, there are many who pray before dark and fell gods.

Scene Two: The Invisible Circus

Not far from the village is the Invisible Circus. It has been around for as long as the oldest member can recount, and she claims it was going on for years and years before she got there. Raisa (p.57), the oldest member, is thousands of years old. She has learned some way to enter and leave Sona-Nyl, though she does not share it with anyone outside the circus. Raisa and her troupe come into Sona-Nyl, stay for a hundred years at a time, and then go wandering around the rest of the Dreamlands.

The Circus has never seen anything like the walkers or weapons the team has with them. That said, there are many strange things in the Dreamlands and they do not pay these things a great deal of bother. If the team speaks with Raisa and the others, they can glean that no one else in these lands has this level of technology. The circus is currently headed to Celephais. The city lays along the route the device points.

Vrill vs Vril

In the world of ***Dust***, the Vrill are the alien race that is the source of VK technology and energy. In the world of ***Achtung! Cthulhu***, the Vril Society of pre-Nazi Berlin believed in a superior master race and energy-form called Vril.

RAISA

Raisa is a woman from the ***Achtung! Cthulhu*** Earth. She comes from a village that no longer appears on any map in what would have been The Empire of Babylon. She has been here for as long as she cares to remember, having been put under some spell by a wizard who visited her village one day. That is her story anyway. The truth is she joined a profane cult and volunteered to cross over to the Dreamlands. It has been so long now, she does not remember the specifics. They worshipped Bast, and she is very wary of the Dreamland's cats as a result. Privately, she continues Bast worship, but not in such a way as to disrupt the circus.

Raisa has been around long enough to note that technology progresses in the Dreamlands, but very, very slowly. She can suggest what might have happened to them. She knows there are other worlds, and therefore other Dreamlands, and it is said those Dreamlands bring their own technology with them. Perhaps, she ventures, the team came in via one of those. If asked where to find these other realms she shrugs and states, "Over the Moon."

The Keeper should use Raisa as a source of information. Tease out what the investigators need to stay interested. This varies by play style and group. Certainly, it is useful to know where they are, at least in a general way. They might ask about Celephais, in which case Raisa knows all about that city. They may, likewise, ask about the USS Eldridge. She heard tales of a metal ship and her crew, but has never seen them. Supposedly, they are pirates on the Cerenarian Sea.

Raisa does know a good deal about the Order of the Black Sun and she can recognise a crazy cult when she sees one. After all, she was in her own. Raisa has heard all sorts of stories about a dark castle that appeared in the north one day. From it, these black-banded zealots supposedly launch raids. They have become a menace to the entire Dreamlands, though one Raisa is sure the gods can control. To Raisa, the Black Sun are not the serious threat they are to the investigators. She does not distinguish between the evil of the Nazis and the evil of, say, Cthulhu. It is all inhumanly bad. The more she speaks with them, the more she realises they probably have more in common with another member of the circus named Ambrose Bierce.

AMBROSE BIERCE

Last seen in Mexico in 1914, Ambrose Bierce (p.86) was a famed writer, satirist, and pain in the ass. Sometimes known as "Bitter" Bierce, he is curmudgeonly, quick witted and still a hell of a fighter. He tells the team about how he was riding with Pancho Villa when he got a bullet in the back and was left for dead. A bruja—a witch woman—took him in and healed him with a poultice. Next to him in the woman's hut was a small sleeping boy. Bierce eventually cottoned on to the idea that the woman was only healing him so that she could swap him for her son in the bed next to him. With some spell, she switched the two and Bierce wound up here.

He reckons he could have stopped her, but had no inclination to do so. He had a full life and the boy had not. Ever since, he has been in the Dreamlands. He asks what year it is out there and tells them time is funny here, but 33 years later sounds about as right as anything else. He is a very smart man and can fill the team in on more of what the Nazis were up to.

While he has not heard of the Nazis or National Socialists, he certainly knows their kind. Bierce has a very dim view of humanity. He has gleaned that the Nazis come from his Earth but in the future. He knows they have a devotion to the Black Sun, which he has not seen but knows is "up north somewhere." Bierce is not a believer in the divine of any sort, or was not, until he got here. All religions are wrong, he explains—it is all about things more terrible than man can imagine. Bierce is still sane. He has seen some horrid and mystifying things here, but he has not lost it.

He offers to join them on the road to Celephais and, if the investigators suggest it, offers to help rescue the girl. Walkers can catch up to the Black Sun fairly quickly. If they decide not to, they may still accompany the circus to Celephais.

Bierce, being the thinker he is, has ruminated on the nature of this supposed castle that appeared in the north overnight. He believes it must have been dreamed into existence by the crazy beliefs of the Black Sun in much the same way that a man from Cornwall dreamed Celephais into being (p.57).

Perhaps none of this has been real.
Perhaps I, myself, am someone
else's dream.

AMBUSH

The team may ambush the Black Sun where they like, if the team remains undetected. This would require leaving the walkers behind and handling opposed Sneak rolls [Cth]/Stealth tests [Sav] against the Black Sun's Spot Hidden rolls [Cth]/Notice tests [Sav]. If the team brings their walkers along, there is no chance of an ambush, but their superior firepower will easily win the battle. In that case, the greatest danger to the rescue attempt is the girl dying in the crossfire.

The Canon (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p. 92) rides in a covered wagon. The girl, Maria, is in the back with the ten Black Sun Novices (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p. 94). If returned to her village, Morgrym and the villagers are very grateful, but have little to offer except food.

AC Investigators are likely to know something about Macha Oten. In the ***Achtung! Cthulhu*** universe, her name brings up fear and dread. She is a dangerous person to have as a foe.

Investigators already know about the Black Sun and have a dislike for them. The Rangers have little idea who

the group might be. Investigators can help fill them in if necessary. Conversely, ***Achtung! Cthulhu*** investigators have little idea who *Totenmeisterin* is and need the ***Dust*** investigators to explain details. The communiqué in Episode One merely hints at her.

EPISODE FOUR: CELEPHAIS

I can no longer distinguish between the two of us. I am there, I think, with cables and science, making or remaking, what I did before. Or is it the other way around? I have seen the crew of the USS Eldridge in the waking world. Or, at least I think I have. Do not trust this diary. It may be madness. Perhaps none of this has been real. Perhaps I, myself, am someone else's dream. I saw my mother. She shook her head sadly and asked me why I destroyed the world. I do not know what she meant.

I must burn this. There are spies everywhere. But who are they and who do they serve?

Macha, is this your magic?

—Extract from the Journal of Dr. Lowbeer

A city of blue marbled towers topped by gold minarets, Celephais sits along the coast on the Cerenarian Sea in the valley of Ooth-Nargai. Skyships and balloons prowl her clear skies while galleys are launched into the cool, crystalline waters below. There is no time in Celephais. Nothing and no one ages here.

Celephais does not exist in the same way the rest of the Dreamlands does. If the Dreamlands are the collective projection of Earth's consciousness—and this is speculative theory by fringe scientists—Celephais is the dream of a single man named Kuranes.

Kuranes (p.84) is an Englishman from Cornwall. Once a landed gentry, he fell into debt and drug abuse, eventually dying homeless on the streets of London. Prior to his death, Kuranes—or whatever he was called then—dreamed. He dreamed very hard, and his fantasies began to eclipse the grim reality of his waking life. In these dreams he created Celephais and, when he died, he became its king.

But Kuranes is content to be an idle king. His city is free, and Kuranes spends less time in his castle than he does in the recreation of Cornwall he created just outside the city.

Celephais itself is a cosmopolitan centre by way of the Renaissance. The balloons are the highest level of technology present until the investigators walk in. The city itself is neutral in the affairs of the rest of the Dreamlands, but not all of its inhabitants are. Agents of the Black Sun exist within the city and are alerted to the presence of the investigators by the Norns. Because the Investigators bring with them powerful modern weapons—futuristic to the Order of the Black Sun—they are sought with great effort.

The Story of Macha Oten

Macha Oten was a founder of the Vril Society, which evolved from the Thule Society in post WWI Germany. The Vril Society was dedicated to the pursuit of communication with a race of aliens from Alderbaran. They communicated through the use of mediums and Macha was the most talented. She had relationships with Rudolph Hess and, later on, Himmler. In ***Dust***, she was last seen in 1945 and is believed to be dead.

The Order of the Black Sun is not so sure, and has been pursuing her "reincarnated spirit" for years in the ***Achtung! Cthulhu*** world. Most of that is wrongheaded mysticism, but along the way the ***Dust*** Nazis actually did find Macha. Macha became ***Dust's*** *Totenmeisterin*—or actually, the spirit of Oten housed in the body of a fallen SS bride upon being reborn into that dead body (p.39). This all happened outside of the ***Achtung! Cthulhu*** universe, and so the Black Sun still seeks her reincarnations.

She, or rather it, is in league with the Order of the Black Sun now, though she pursues her own agenda. Prior Klaudia Fleisscher (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.91) is working with *Totenmeisterin*.

This girl, Maria, is not the reincarnation of anyone. She is just the wrong girl in the wrong place.

The city itself is walled and guards patrol the gates. The team enters through a gate to the southeast, passing through an idyllic reproduction of Cornwall on the way there. At this time, Kuranes is in the city proper.

The city looks like a place from fairy tales the investigators remember from their youth. Nothing in ***Dust*** looks intact like this anymore.

The streets are filled with jugglers, peasants, merchants, and strange animals no encyclopaedia catalogues. The mood of the place is light and fanciful, though there is a disturbing undercurrent of sheer unreality. If the investigators have spoken with either Ambrose or Raisa, they are likely to seek out Kuranes. If they simply want to follow the device, they are led to the docks. The USS Eldridge is, unsurprisingly, at sea. Should Allende still be with the team, he is shocked by what he sees and cheers considerably. He is still crazy though, make no mistake.

Below are some locations and events which the Keeper can guide the investigators toward, or the Keeper might let them wander. Only the ambush by *Die Toten* (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.96) is essential as an encounter, though the investigators can make life harder for themselves by simply hiring a ship without doing any research.

Jervis Lach

Jervis Lach (p.XX) is a member of Section M in Egypt. He is assigned to Cairo, where he has mastered skills that allow him into the Dreamlands (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.88). He is here precisely to gather information on what the Black Sun is doing in the Dreamlands. While he knows of Wewelsburg II, he has not been there. He has not, until now, had a team he felt could successfully penetrate the castle. When he sees the team, this changes.

Jervis does not know about the ***Dust*** universe, but he recognises the Allied symbols on the uniforms. He can further surmise that if the Dreamlands exist, there may be alternate Earths. He has met people who claim to be from such places before.

Jervis observes the investigators for a while. He is likely to follow them for a time before approaching them. If the investigators are being paranoid, treat these as opposed rolls, using Jervis' Sneak rolls [Cth]/Stealth test [Sav] against the Spot Hidden roll [Cth]/Notice test [Sav] of the team. He wants to be sure before he shares his confidence. Once he decides the team is trustworthy, he mentions Wewelsburg. At this point, depending on events, they may know that Wewelsburg is the likely lair for The Order of the Black Sun, yet may have no special interest in going there. They are here to find the Eldridge and crew.

Jervis is aware of the USS Eldridge and can reasonably deduce the team and it are connected in some fashion. More importantly, he has knowledge that *Totenmeisterin* (p.39) is here and has also crossed into his world. He knows almost nothing about her but, to the investigators, she is well known and feared. At this point, it should become clear that *Totenmeisterin* and the Black Sun are likely working together.

Ultimately, Jervis tries to assist and guide them to the Plateau of Leng. He has to wake to inform his real world superiors of what is going on. Sadly, in their timeline, there is little they can do.

AC The investigators should be able to verify Jervis' authenticity. Jervis carries any message the team wishes back to Section M. However, due to circumstances beyond anyone's control, the team is not likely to receive an answer. Dream travel is not the most reliable method of communication, and the timelines are not synched. Jervis might be a year ahead or behind the team.

Places & Encounters in Celephais

PROOFROCK'S TAVERN

The group is likely to make for a tavern or meeting place as soon as they enter the city. The city guards will offer it as a recommendation if anyone in the team thinks to ask. People from all over the Dreamlands, and Earth, gather at Proofrock's Tavern. Many of the dreamers are only barely aware that they are here and have no recollection of this place upon waking. Others are here by intent—wizards and cultists and their like.

If the investigators ask around, have them make a Fast Talk roll [Cth]/Streetwise test [Sav] and on a success they get stories about the "great steel ship" which cannot be sunk. With a critical success [Cth]/raise [Sav] they also hear about the Black Sun cultists who are after that ship. Here in Proofrock's Tavern, the Order of the Black Sun is no more feared than any other cult. Patrons either have no concern about the waking world, or come here as a part of their machinations within it. One man, Jervis Lach (p.84), is interested in the Order of the Black Sun and knows what they are capable of. See the sidebar for information on Jervis.

At the tavern, there is an opportunity to get into a fight with some servants of the moon beasts. These terrible creatures come from the far side of the Moon and prowl the seas for slaves and gold. Their servants, who frequent the tavern, enslave anyone they can in exchange for loot. The fight starts as an innocuous tavern brawl, unless the investigators escalate the conflict with firearms. At that point, all bets are off on how the patrons of the bar, and the city, respond.

The ten black galley slavers are drunk, boastful, and sneer at men who do not follow the moon beasts and their god. The Keeper may inject them as desired, but it is not an encounter that has lasting repercussions in this adventure. The moon beasts may take interest in those who defeat their servants, but not within the confines of these pages.

BLACK GALLEY SLAVERS, THE MEN OF LENG (10)

These ugly men are clothed in heavy, odd shaped robes and turbans. Their features faintly suggest central Asian origin to Western eyes, as surely they would look like some gross caricature of a European to an Afghan shepherd. Wherever they might be from, their otherness is only compounded by the feral hatred etched into every line of their faces, their hairy arms, and their odd, almost prancing step. Beneath the robes, the source of their otherness becomes clear, for their legs have more in common with those in goats than they do with humanity, and a pair of horns sprout from their brows.

STR 11	**DEX** 10	**INT** 10	**CON** 10
SIZ 10	**APP** 07	**POW** 11	**EDU** n/a
SAN n/a	**Hit Points:** 16		

Damage Bonus: none.

Move: 8.

Skills: Climb 40%, Dodge 20%, Jump 35%, Stealth 35%.

Weapons: *Spear* 40%, damage 1D8+1, atts 1, base range Touch.

Whip 20%, damage 1D3 or Grapple, atts 1, base range Touch.

Armour: none, but impaling weapons do 1 point of damage, and all others do half rolled damage.

Sanity Loss: denizen of Leng cover their deformed forms with heavy robes and turbans when travelling. Thanks to this, witnessing them normally costs no sanity. However, those who investigate the bodies will have to make a 0/1D5 (1D10/2) Sanity check.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d6, Swimming d6.

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8; **Sanity:** Insane.

Hindrances: Bloodthirsty.

Edges: Block, Brawny.

Gear: *Short Sword* (Str+d6) or *Spear* (Str+d6, Reach 1).

Special Abilities

- **Insane:** +2 Toughness, +2 to Unshake, Ignore first two penalties from Wounds, immune to seeing Mythos Creatures and casting Mythos spells.
- **Horror:** denizens of Leng cover their deformed forms with heavy robes and turbans when travelling. Thanks to this, witnessing them normally costs no sanity. However, those who investigate the bodies will have to make a successful Spirit test or roll on the Horror Effects Table (*Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p. 181).

KURANES

Odds are, they seek out King Kuranes (p.84) of Celephais. They soon find it is possible to gain audience with the man while he is on "official duty" inside the city. They can talk their way past the guards, a Difficult Fast Talk [Cth]/(-2) Persuasion check [Sav] will work. Or any reasonable attempt at bribery would work. The guards are not overly worried about protecting Kuranes from harm, given his power within the city. Once the team chooses a path, they should meet with success and be brought to the grand throne room.

The throne room looks like it is made out of a giant arch cut from the sky itself. Clouds visibly move across the two dimensional plane. Buttresses, in the shape of four-breasted caryatids, hold this vault of heaven aloft. The room itself is impossibly long. A host of men, women, children, and strange beings line up to seek Kuranes' counsel.

Kuranes is a man in his late 40s, well-manicured and with the manners of a gentleman. He is friendly, and eager to speak of Earth. Being dead, he can no longer go there. "More's the pity," he says. "I did not know what I had while I had it. One would not think one's would tire of their own fantasy."

He discusses his Earth. There appears little difference between what he knows and their history. After all, he came to the Dreamlands before the timelines diverged. He thinks the Black Sun are "filthy thugs," but knows that is rather common around here these days. He knows a good deal of Mythos lore, and can assist with any lingering questions related to the Dreamlands.

Kuranes confirms that Dreaming a castle into existence is possible, since he dreamed an entire city—though he considers it a fluke. The King also knows of the USS Eldridge and helps the team get a ship to take them out to sea. Aware of several alternate worlds, Kuranes is not surprised that the investigators come from a different timeline than his. "There are more things in heaven and earth than are dreamt of in your philosophy, Horatio," he quotes wistfully. He offers tobacco and pipes.

The unique nature of his city gives him a cavalier attitude toward most forces outside. He does not feel the Elder Gods have any particular interest in him or Celephais, though he fears them privately, as any sane man does. For all his power here, Kuranes would gladly trade it to return home to Earth. The greener grass turned out to be all too illusory for him.

In his court, among his advisors, is a Black Sun spy. This agent has the investigators followed by two Black Sun Novices (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.94-95). A successful Spot Hidden roll [Cth]/Notice test [Sav] uncovers these agents, but nothing uncovers the spy unless the investigators specifically ask. In that event, they note one of the advisors is paying close attention to them.

THE SEA WITCH

A galleon that runs the trade route between Celephais and Inganok, The Sea Witch is the dream of many people who read about such a vessel in a novel. It is captained by a woman named Celeste (p.85) who once played pirate alongside Edward "Black Beard" Teach, or so she claims. She has all her teeth and is parrot free, but who knows what a pirate was really like back then.

Her crew is loyal and hardworking. As a favour to Kuranes, she agrees to take the team hunting for this "metal vessel" of theirs, so long as it does not take so long as to ruin her timetable. Again, time is a funny thing here, thus it would be hard to gauge what might spoil that schedule.

She is friendly and comfortable being a woman around men in an era where that is uncommon. She loves the freedom of the sea. Celeste does not invoke the name of the Elder Gods and recommends they refrain from doing the same.

When ready, they can embark on The Sea Witch and head out to on the Cerernarian Sea.

I'm Empty!

The team was well stocked before leaving London, but no more so than a typical Ranger squad would be. Most supplies were evacuated from the city, and the team only has theirs because of the high priority of the mission.

This being the case, their superior weaponry is dependent on finite resources. Their weapons run out of ammunition and their machines need oil to run. VK powers the walkers indefinitely in the Dreamlands, but breakdowns require oil and repairs, which are difficult in the Dreamlands. Assume they have tools and some spare parts strapped to the Mickey walker.

As Keeper, decide how to play the ammunition situation before the scenario starts. Count individual rounds or simply warn the team when they are getting low on ammunition. If the latter, it is best to use it as a way of making the investigators worry—do not let them run out of ammo unless counting from the start. If counting ammunition, determine how many rounds, grenades and the like the team has at the outset. Typically, each man has 400 rounds for his M-1 and 600 rounds for a Victory. Adjudicate the walker's power as needed. When they are out, they are out. The investigators might as well pick up a sword and shield at that point.

Scene One: Betrayal

During their stay in Celephais, the Order of the Black Sun approaches Carlos Allende and turns him to their cause. They do this by making him believe they can send him home. They cannot, in fact, accomplish this, but Allende is mad and desperate. During the ambush in the following scene, the Black Sun do not attack Allende. He is a backup should the ambush fail. Clever Investigators may note he escapes attack.

The Black Sun uses a psychic technique to bind with his mind. Allende becomes a tracking device within the Dreamlands. As long as he is present, they are in danger of being found by The Order of the Black Sun.

If no one is keeping an eye on Allende, there is no need to make Spot Hidden rolls [Cth]/Notice checks [Sav]. He simply has his encounter when no one is minding him. If they are keeping him on a short leash, the Black Sun visits him in the night by calling out to him in his sleep [such as it is in the Dreamlands]. He leaves wherever they are staying and takes a secret rendezvous. This could wake the investigators. If there is one on watch, Allende makes an excuse to leave for a bit. The investigators may decide to follow him, in which case Sneak rolls [Cth]/Stealth test [Sav] are required against the Spot Hidden roll [Cth]/Notice test [Sav] of the Novice of the Black Sun (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.94-95).

The novice must psychically interact with Allende to tweak his mind so that it emits an eldritch "homing beacon."

If Allende did not accompany the team, or if he has been killed, The Black Sun makes no attempt to turn one of the investigators. They know Allende is crazed. The investigators, presumably are not…yet.

If Allende does not make his rendezvous, the Black Sun merely has ships looking for the team when they depart. The ambush in the next scene is less effective.

Scene Two: Ambush!

If the team is spotted by the Black Sun agent in Kuranes' court, or by some other method of detection, the Black Sun leader here—the court agent himself —attempts to capture as many of them as he can. He does so when they appear most vulnerable—sans walker and weapons if possible. Certainly, if they came trooping into the city wearing full battle gear and piloting walkers, it is little wonder they were found out.

For this ambush, the Black Sun Master (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p. 94) uses *Die Toten* (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p. 96) and the spells at his command. He attempts to take the party by surprise but, failing that, attacks anyway. They could easily be valuable to his master.

He has three *Die Toten*. This is likely to be a hard battle for the group but if they can get to their weapons they overcome the odds. The technology at their disposal is their saving grace until they run out of ammunition (see the I'm Empty sidebar, opposite). The Master may have summoned servitors previously and kept them in a lair he uses for such purposes.

Following the ambush, the investigators most likely want to get out of the city. The Sea Witch is the easiest method of setting sail but, if the investigators wish to find another, they certainly may. Once they leave Celephais, go on to the next episode.

The blood will come later.
I have seen the reality of things.

EPISODE FIVE: THE CERENARIAN SEA

I remember reading a book in my uncle's library when I was, perhaps, four. Principia Mathematica. I am, undeniably, a genius. I am also undeniably mad. Insane. Crazy as Bedlam. Ha. Ha. I have not laughed like this in a long time. The wet stains on the page are tears. The blood will come later. I have seen the reality of things. I have peeked behind the Wizard's Curtain. Nyarlathotep has us all. He is a cruel god. No, he isn't a god. He is beyond gods. He is the aspect of god when you peer too closely to find his visage. NYARLATHOTEP! The world is a cruel irony. Optics. Newton wrote about optics. There are no optics. There is no Newton. There is no me and no you, Macha. There are none of us. There are not two worlds or one. There is nothing but Nyarlathotep and his kin. We are his dream. We are not real. My mother is dead but never lived. She is the invention of a mind that is itself the invention of a mind. We are all minds invented by greater minds and, if some other mind lies behind these Great Old Ones, then I wish never to know it. I am not real and, therefore, my life is not ending here. This is merely the turning of a page in a book dreamt by mad gods. I was issued a pistol when I became part of the British Army. I have not had cause to use it until now. I pray I do not awaken in some other dream. Let this sleep end forever.

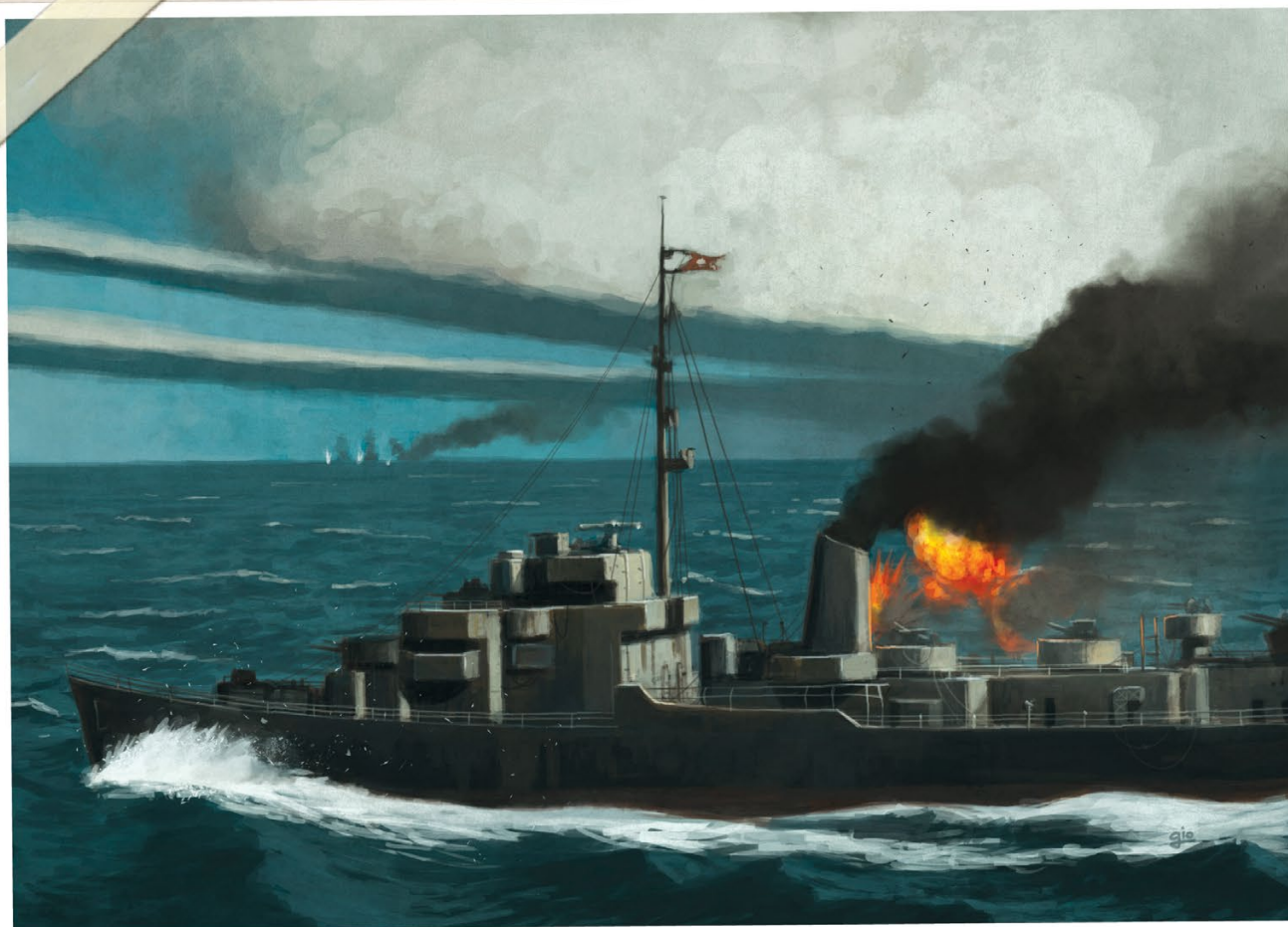
—Extract from the Journal of Dr. Lowbeer

The investigators have managed to fend off Dreamland horrors, an ambush by The Order of the Black Sun and gained access to a sailing vessel. Now, they must follow the tracking device given to them by Dr. Lowbeer (p.83). It eventually leads them to the USS Eldridge.

Scene One: Our Trafalgar

A sea like a mirror, the water cascading down the sides of the ship like tiny glass beads. The sky is ever-shifting shades of restless blues. Things are weirder on the Cerenarian Sea. The water, if cupped in a hand, spills out into the self-same beads after a moment, becoming normal water. Yet it retains the blue colour of the sea, unlike in the real world.

Other ships may be sighted as The Sea Witch is steered by the team's direction. They are heading for the USS Eldridge, or so they hope. Prior to finding the missing ship, The Sea Witch is ambushed by 1-3 black galleys hired by The Order of the Black Sun. If the team tussled with the Men of Leng (p.58) in Celephais, they may be aboard one of these vessels.

The number of black galleys making the ambush depends on whether or not Allende is aboard as a spy. If he is, then three ships attack The Sea Witch—two if the investigators have taken a bad beating thus far. If Allende is not with them as a spy, only one ship happens upon them and attacks, the Black Sun having put a bounty on the Sea Witch.

Each black galley contains two moon beasts. That could result in a total of six, which is going to be very hard for the team. Fortunately, this encounter is not designed to kill or capture the investigators—though the Keeper is free to pursue either course. Instead, this scene is meant to introduce the team to the USS Eldridge in a dramatic fashion.

The ship, or ships, slide along the sides of The Sea Witch. For purposes of the scenario, treat them as having equal speed. If only one ship attacks, it becomes a long chase until the Eldridge arrives. If there are two or three, they pin The Sea Witch between them, making escape impossible. These black galleys are powered by sail and slave. Aboard them are ten sailors each plus the aforementioned moon beasts. Assume The Sea Witch has a crew of ten plus the captain.

The team definitely gets some shots off before the black galleys can close. If they use explosive rounds, they may sink the vessels at the Keeper's discretion. If, on the other hand, they do not fire or fail to sink the vessels, the slavers prepare to board. The moon beasts join the fray only when it is apparent the sailors cannot handle the fight alone. The sailors fight to the death, because what the moon beasts would do to them should they run is far more terrifying.

Once the boarding action begins, the investigators are likely going to be mowing down slavers with automatic fire. This is easy. The moon beasts are much harder to kill as they are resistant to Impaling Weapons. The fight may easily turn against the team. At that point, the USS Eldridge comes into view. It fires a shell, destroying one of the black galleys entirely. The sailors return to their ships and flee with the moon beasts. All have tangled with the Eldridge before, and know that they are no match for her in such small numbers.

MOON BEAST

Greyish-white creatures, looking like toads without eyes, these moon beasts dwell in the ruined city of Sarkomand and ply the Cerenerian Sea looking for Slaves.

See ***Call of Cthulhu, Sixth Edition***, pp.168-169.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d10.

Skills: Fighting d10, Notice d8, Stealth d8.

Pace: 8; **Parry:** 7; **Toughness:** 9.

Special Abilities

- **Dense:** resistant to damage, the Moon Beast gets a +2 bonus to Toughness and takes half damage from piercing attacks.

- **Grapple:** a moon beast can initiate a grapple against any target adjacent to it. If grappled the target suffers a -2 penalty to break grapple, as the moon beasts tentacles hold it fast.
- **Horror (-1):** those who see a moon beast must make a successful Spirit check at -1 or check on the Horror Effects Table (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.181).
- **Size Change:** moon beasts can change in size, ranging from -2 to a +4. This action can be performed once per round. Their toughness should be adjusted accordingly.
- **Slam:** Str+d8. The moon beasts can pummel foes with their bulk and their limbs. If the moon beast hits with a raise, the target is considered grappled.

If Allende is with the team, he does not give himself away. He is crazy, but not stupid. He continues to play the homing beacon until the investigators find him out. The longer this goes on, the more opportunities the investigators have to notice something is awry with him. Perhaps, when mumbling to himself, he mentions the Black Sun or some such. Give them at least a fair chance of discovering Allende's betrayal prior to the following episodes. If he is with them when they attempt to assault Wewelsburg II, it could end in disaster.

Scene Two: The USS Eldridge

The team has reached their goal, or so they think. The USS Eldridge has seen better days. Rust streaks her prow and evidence of battles mar her steel frame. Claw and even bite marks feature among her wounds. Still, she is a ship from the modern era and has weathered the Dreamlands well. Her crew…less so.

A few are as far gone as Allende. Their captain died in the initial experiment. Currently Lieutenant Lecke is in charge. He has been the "captain" for years now, though there's no one to officially promote him. Lieutenant Lecke has a 1,000 yard stare like the rest of the crew. He is gaunt, and his bloodshot eyes tend to stare directly at whoever he is speaking with. In all, there are about 100 crew left. The remains of other crew members, now only bones, can be seen fused with the deck and bulkheads. It is a grim spectacle.

The crew is haggard. They have been in the Dreamlands for four Earth years, though they could not say how long it has been. The sanity warping nature of the Mythos has ground them down. They have been forever on the run, with no safe port. As an anomaly, the elder forces of the Dreamlands, as well as the Nazis, are after them. They are about as sane and capable as one could expect any men to be after such trials.

The Older Dr. Lowbeer

This Dr. Lowbeer is about sixty years of age. He is from the investigators' future. In the strange way time operates in the Dreamlands, Lowbeer sent them on this mission mere days ago from their point of view, but three decades ago from his.

In his timeline, they never came back from their mission. The Eldridge was never found and, soon, renewed Nazi forces began to usurp power within the Axis using strange "magical powers" and employing hideous, mind-destroying creatures. In his world, it is 1977 and the Earth is overrun by Nazis, under the thrall of the Elder Gods. The Allies and SSU were wiped out as this new threat emerged.

Lowbeer eventually realised the creatures and their powers came from the same realm he sent the investigators off to in 1947. The frequency of the dimensions matched and he was able to further calibrate.... He goes on like this until they stop him. What is important is Lowbeer's mission—he is here to alter the fate of both the ***Dust*** and ***Achtung! Cthulhu*** universes.

It has taken him years to gather the materials he needs—for the Nazis have cracked down on all technology. America is completely occupied, and Lowbeer came through a portal at the remains of a place called Camp Hero under Operation Montauk. This operation was an attempt by Allied resistance to send men into the Dreamlands and prevent events from unfolding the way they have. Again while it may be 1977 for Lowbeer, the Dreamlands do not measure time in any way humans can comprehend. Thus, in this "neutral space" between the two worlds, he believed he could reach the Nazis and *Totenmeisterin* before their plan saw fruition. In this, he has succeeded.

Since he designed the device used to track the Eldridge, Lowbeer was able to track them. That is how the Eldridge found them in the middle of the Cerenarian Sea. It is not fate or good luck that brought rescue, but technology.

Similar genius allowed Lowbeer to communicate in short bursts with the ***Achtung! Cthulhu*** universe. He has pieced together their story. Sometime in 1938, Nazis mysteriously appeared on the East Coast of the United States. They had superior weaponry from the ***Dust*** world and conquered America. The rest of the world shortly followed. That Earth now lies under the accursed Black Sun.

Lowbeer believes this invasion precedes the resurrection of the Nazis in the ***Dust*** universe and the introduction of Mythos horrors there. He was supposed to come here with an entire team, but they were all killed trying to protect the experiment. Now, Lowbeer is here alone and knows the team is the only hope he has of stopping the fall of both worlds under the mighty rage of the elder Gods.

The ship is a Cannon Class Destroyer escort. Normally, it has 15 officers and 201 enlisted men. They are making do with less than half that number now. The Eldridge is armed with torpedoes, 20 and 40mm AA guns, three .50 cal machines guns and depth charges. She also had an anti-submarine torpedo, but that is gone. Various small arms are retained by the officers, but the crew were not issued weapons during the ill-fated experiment. Realistically, the ship's arsenal would have been removed to prevent an accident, but the Allies needed to test their theory with both men and munitions aboard.

As a fighting force, the crew of the USS Eldridge is effective while on their ship. On land, they are less so, as they are not trained for infantry style combat. Given their current state of mind, it is difficult to convince them to assist any attacks. In fact, Lecke and crew are hoping that the Rangers are here to rescue them. They are under this impression because Dr. Lowbeer told them so.

Dr. Lowbeer (p.83) is aboard as well, though not as the investigators last saw him. This Lowbeer has been through hell and back and is aged some thirty years. Once the team and the crew have driven off the slavers, Lowbeer comes from below decks and thanks them for coming to their rescue. He attempts to get them to play along. If they go along with his story, then the crew does not suspect anything is amiss yet. If they do not, they have an angry crew to deal with—one Lowbeer flat-out lied to.

If low on ammo, the ship's stores are not depleted. Let them stock up!

Lowbeer told the crew of the Eldridge that the Rangers were here to show them how to get home. Since they departed in 1943, they knew nothing of VK technology and he could not hope to possibly explain both that and his insane story to men already on the verge of madness. Instead, he told them what they wanted to hear.

He needs the investigators to go along with this story, if possible. Lowbeer's actual plan is to go to Wewelsburg II—where all this started as near as he can tell—and stop the first portal from being opened. If the team can do that, the two worlds should be saved…in theory. Lowbeer admits this all might transpire again, but he hopes this solves the problem once and for all. He does not mention his relationship with Macha Oten.

The crew know of tunnels that lead to the Plateau of Leng from the coastal ruins of Sarkomand. Lowbeer has convinced them that they need to go there in order to find a way out. This is also a boldfaced lie. That said, he does not believe the Nazis here are using technology, but magic, so it might be possible. He has learned a little of it himself, just enough to be dangerous.

The team must calm the crew if they have been alerted to Lowbeer's lies and sail for Sarkomand. If the crew is deeply rebellious—this is up to the Keeper—the investigators may have to fight for control of the ship.

EPISODE SIX: SARKOMAND

The Experiment was a failure. At least, that is what the "brass"—as they are so colloquially called by these Americans—have decided. The men are dead. That is a fact. There is nothing to be done about it now. Perhaps I am, as my father said, too cold and distant like my mother. Perhaps. Nevertheless, I will take the readings back to Cambridge. I am no longer on loan to the Americans. Home now, though I think of it as just another place.

Macha, I miss you. My father was wrong about the shallowness of my heart. At least he was at times.

Cambridge campus is wreathed in mist. I will teach. I will think on what we have done and discover the genius within. I hear Hitler is dead. What do I make of that? Nothing. Something is wrong at the centre of things.

Macha, your Fürher is dead. I somehow feel as if I have died as well. Maybe, in some other world, I have.

—Extract from the Journal of Dr. Lowbeer

Sarkomand was old and dead millions of years before man first painted on cave walls at Lascaux. The city was the home of semi-human slaves who served the moon beasts long ago. Now in ruin, the city's broken cyclopean columns lie in pieces. There are seven gates leading inside, each guarded by an enormous diorite pair of sphinxes. In the city's centre is a vast central plaza where giant stone shedu

guard the entrance to the Underground. This is the spot the team needs to reach.

The ruined city is not unoccupied. Moon beasts camp here and other, darker creatures lair within. This is going to be the most dangerous episode yet.

The crew of the Eldridge is afraid of Sarkomand. They sent scouts here early on, and only two men returned. This place is haunted to them. They have no wish to go any further. The investigators would need to do quite a lot of bluffing to change their minds. To convince them to join would take a Critical Success on Fast Talk roll [Cth]/ extremely difficult (-4) Persuasion test [Sav] to get ten of the sailors to go along. Lowbeer willingly joins the group. Lieutenant Lecke offers to keep the ship at the giant stone docks unless driven off. Unless they convince some of the crew, as noted above, none of the Eldridge's survivors want to go any further, regardless of what the doctor promises them. If there is a way out, the team best bring it back to the USS Eldridge. Disembarking in the Dreamlands has been the death of many remaining crewmen.

Scene One: Sarkomand

The sheer impossibility of the size of structures must be understood. Even the fallen columns dwarf a man. Imagine what they looked like when upright? The walls rise like cliffs all around this forgotten seaport. What ships sailed the waters in those days have long since rotted away. The city might once have been beautiful, but now it is an ugly haunting reminder of just how alien this world is. Bas-reliefs depict half-men toiling under the whips of moon beasts and Elder Gods too terrible to comprehend. Merely viewing these things causes a Sanity roll (1D6/1D20) [Cth]/Horror (-1) test [Sav].

Sounds, like groaning chains, run constantly throughout Sarkomand, yet have no origin. Water seems to be dripping down deep wells the investigators have yet to find. Ghostly, night-dark shapes flit across the gray sky but do not land. A tattered map one of the crew acquired shows the central plaza.

Getting there is an issue.

Encounters

Three different sorts of encounter may happen in the city as the investigators make their way to the entrance to the Underground. The first are moon beasts (p.62), the second are Men of Leng (p.58), and the third are a Black Sun Master leading servitors on patrol (p.66). The Black Sun knows the underground can be used to reach Leng. These Black Sun cultists often get killed while here. It is not an assignment most crave. The beasts here care little for mere Earthly terrors.

Because of the sheer scope of the city, its diameter is tens, perhaps hundreds of miles. There is no way to tell in the Dreamlands. For game purposes, the journey to the centre of

Sarkomand takes as long as the Keeper wishes. Again, this should be determined by how able the investigators remain and how tough a game the Keeper wants to run. The Mythos is not for the weak. Players familiar with ***Achtung! Cthulhu*** may be aware of the dangers. Those more familiar with ***Dust*** may treat things like a monster movie. If they have behaved accordingly thus far, they must be disabused of this notion.

ENCOUNTER ONE: MOON BEASTS (5)

Long ago, moon beasts (p.62) conquered this city, but that is so far removed in time even they have forgotten. Now, the moon beasts use Sarkomand as a lair. They camp among the ruins and, occasionally, lead groups of human slaves. The city itself does not welcome any being for long, and thus the moon beasts have made no permanent residence here. The only permanent citizens are the Men of Leng (p.58), a half-breed of man and monster that has degenerated into savagery in the eons since the city fell.

Moon beasts are something the team has encountered previously, and are at least somewhat familiar to them. Normal sanity rules apply. An encounter with a group of moon beasts can go various ways. The investigators may surprise them, the moon beasts may surprise the investigators, or the two groups might meet randomly. Treat any encounters as opposed Spot Hidden [Cth]/Notice [Sav] tests, with the group getting the better result able to prepare an ambush in the first round.

If the Investigators are Captured

These are tough encounters, no two ways about it. The investigators could very well be killed. As an alternative, they might instead be captured. Moon beasts gladly enslave them and the Men of Leng either eat them or sell them to the moon beasts. In any event, they do not have to die here.

The Order of the Black Sun might also capture them in which case the investigators should be afforded an opportunity to escape in the Underworld detailed in the next episode. If they elect to let the Black Sun take them to Wewelsburg, the Keeper may choose to allow that plan to work, or fling Underworld horrors at the Black Sun which kill them.

Whoever has the advantage, the moon beasts are a tough fight. As before, remember that moon beasts are very resistant to the weapons the team is used to wielding.

ENCOUNTER TWO: MEN OF LENG (25)

These half human atrocities skulk in the deep shadows of broken walls, fallen statues, and pockets of dark inside the city. They are satyr-like in appearance, with misshapen faces and long arms. Crude and alien in nature, they require Sanity (1/1D6) roll [Cth]/Horror test [Sav] upon seeing them for the first time. Because they call this city home, they are better able to set an ambush for the party. An observant team may spy them. The Men of Leng (p.58) will always try to ambush the group. Treat these as opposed rolls, with the Men of Leng using Sneak [Cth]/group Stealth [Sav] against the investigators half Spot Hidden roll [Cth]/difficult (-2) Notice [Sav] test.

The men are stronger than human counterparts and, while they wield primitive weapons, they fight in numbers that could overcome a light walker. The M3A will not drive them away, for they have seen greater horrors nightly, but they will be wary of it.

They fight in a herd mentality once they realise the enemy has missile weapons. The Men of Leng attempt to swarm those dealing the most damage and bring them to the ground. If successful, the Keeper may decide that the investigators are merely knocked unconscious to be sold, or eaten, later (see If the Investigators Are Captured, above).

ENCOUNTER THREE: BLACK SUN PATROL

Perhaps the worst thing encountered in Sarkomand is a human Black Sun Master (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.93-94) with five servitor byakhee (***Call of Cthulhu, Sixth Edition***, p.150 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.220 [Sav]). The byakhee fly, and are thus more dangerous than foes on the ground. Also, because they are airborne, it is impossible to target them with the 75MM gun on the M3A. While their claws will not rend the armour of the walkers, they do tear through the men inside or atop. This is yet another encounter that could go horribly wrong. As always, moderate the numbers as the Keeper sees fit. This is a tough world, but there is fun to be had in completing the adventure.

If using investigators from an ongoing ***Achtung! Cthulhu*** campaign, enforce the level of difficulty they have come to know.

Scene Two: Plaza of the Shedu

This is the PC's destination. Giant stone shedu stand guard around an entrance to the Underground. This plaza was once the beating heart of the living city that was Sarkomand. The precisely cut stones are cracked and broken. Markets once stirred here with the wares of a thousand suns. Now, the investigators hear only echoes of dead merchants speaking in alien tongues.

All around the plaza, stones have been up thrust from below. This should clue wary investigators into a burrowing

creature. Indeed, a dhole makes its lair here and, unwittingly, serves as a guard to the Underground. The investigators may attempt to tread lightly and cross to the shedu, but the walkers do not have this option. The entrance to the underground, like everything in Sarkomand, is vast and wide enough for the walkers to easily get inside.

The dhole goes after the walkers first. Pick which one and have at it. They can crush the smaller one like a tin can, but it is harder to destroy the M-2. Either way, the team could wind up losing both walkers before this encounter is over. Fortunately, once the walkers are destroyed the individual investigators are too small for the Dhole to notice and it will burrow back into the ground. The investigators have the opportunity to steal new walkers in Wewelsburg.

DHOLE

A huge slimy worm, several hundred feet long. They are covered in a viscous goo that hides many of their features. Due to their immense size, they barely notice smaller creatures, but vehicles draw their ire.

See ***Call of Cthulhu, Sixth Edition***, pp.155-156.

Attributes: Agility d4, Smarts d4(A), Spirit d12+6, Strength d12+32, Vigor d12+12

Skills: Fighting d10, Shooting d8

Pace: 13; **Parry:** 7; **Toughness:** 76 (12)

Special Abilities

- **Armour +12:** the thick armoured plates and goo make this creature resistant to most weapons.
- **Burrow:** the Dhole can *burrow*, as per the power of the same name, although its passing is easy to denote by the size of the creature and how much it displaces as it moves. Avoiding a Dhole bursting to the surface requires an Agility check.
- **Crush:** Str+d12. The Dhole is so massive, its attacks count as Heavy Weapons
- **Horror (-2):** those who see a Dhole must make a successful Spirit check at -2 or check on the Horror Effects Table (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.181)
- **Huge:** attackers get a +4 on their rolls to hit the Dhole
- **Size +50:** dholes are huge, dense, and hundreds of feet long.
- **Spit Goo:** they can spit acidic goo which covers a large area to a depth of several feet. The chance of drowning is just as likely as being absorbed by the acid. Every round in the goo inflicts 2d8 acid damage on any target within the area of effect. This damage ignores armour and counts as a Heavy Weapon.

- **Unstable Ground:** the Dhole is such a massive creature that remaining upright while it is movingcan be difficult. Whenever the Dhole moves, all other investigators in the area must make an Agility check or fall prone.

This is a tough world,
but there is fun to be had
in completing the adventure.

Beyond the dhole, the stone shedu rise up thirty feet into the gray sky. Each has features weathered by countless eons so as to be almost faceless. There are six in total. Between each pair is a wide staircase that leads to the top. On the top of this ziggurat is an entrance to the Underworld of the Dreamlands. Peering into the depths reveals a series of stairs carved by no human hands. The stairway descends, seemingly forever. These are the Ten Thousand Steps.

EPISODE SEVEN: THE UNDERWORLD

I have had strange dreams. While trying to unlock the secrets of the Philadelphia Experiment, my mind seems to have turned to a fanciful land. While there, I met another version of myself who showed me the way to recreate the results of the experiment. I feel like August Kekule when he saw the ouroboros and realised the shape of the benzene molecule.

I have, in that stead, discovered the way to open a portal between this world and another. It is called the Dreamlands, says my other, and is populated with horrific beasts. I have seen none of these beasts and wonder why my subconscious suggests so. My "other" claims to be a living person in a parallel world, but that is foolishness. My mind is simply tired, and elements of self are welling up like bits of flotsam along the Thames. Still, my döppleganger did give me the answer I sought. The construction requires time and the magnetic power running in strange lines through London. Turing is on to something with those. Ley lines he calls them, but that is superstition. The Allies have pulled back across the Channel. I may not have long to complete my experiment.

—Extract from the Journal of Dr. Lowbeer

Beneath the city of Sarkomand, beneath the entirety of the Dreamlands themselves, lies the Underworld. This is not so much a system of caverns as a world unto itself. It stretches, potentially, as far as the Dreamlands do. There are rumours that the Underground unites all the Dreamlands of all the possible worlds, though no one can say if this is true. The ceiling of this place seems impossibly out of reach. Pale light, called death-fire, gives dim illumination throughout.

Scene One: The Ten Thousand Steps

The map one of the crew has of the Underground is not terribly useful. It is so vague as to be without coordinates. Then again, who can say what north is in the land of dreams? To that end, Dr. Lowbeer (p.83) has spoken with others from the ***Achtung! Cthulhu*** universe and learned of a guide that works at the yawning Great Abyss at which the investigators find themselves after descending the mile long Ten Thousand Steps.

The investigators are going on Lowbeer's word here, which has not proven to be a gold standard in honesty. He is not lying to them, but this guide of his is really more of a rumour than a fact. That the guide exists is a fortunate turn of events for the team.

First, however, this realm is under the protection of Nodens and, though he does not tend it well, his Nightgaunts (***Call of Cthulhu, Sixth Edition***, p.169 [Cth]/ *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.230 [Sav]) haunt the area. Four of them hunt near the bottom of the stairs, and they sweep from the dark above and attack the investigators at the bottom of the stairs. Or, it is possible the investigators are attacked on the stairs and pushed to their deaths. The nightgaunts only pursue the team so far and break off if one or more are killed. They are looking for easy prey, not a fight.

During the ensuing battle, the guide is alerted to the team's presence. His name is Thalo, and he claims to be from Ancient Greece. He is a pale man with skin that appears nearly stone-like. If asked about this, he shrugs and states the gorgon almost got him. Prodded further, he admits he once led men and women alike to their deaths in Medusa's eyes. For this, he was punished by the Gods and sent here where he must continue to guide as many men and women through the Underworld as he led to die above. Such is his story. He speaks with an odd British accent, which he claims comes from conversations he has had with dreamers through the years as he learned English. A Psychology roll [Cth]/Smarts test [Sav] will confirm to the investigators that Thalo is not being entirely honest, but nothing at this point will reveal the truth, only put them on their guard.

Thalo is, in fact, insane. He really believes his story, but none of it is true. His real name is James Maxwell and he was a professor of Classical Mythology in England before an old book drew him into the Mythos, as old books are wont to do. His mind eroded over the years as he researched the Mythos, and he eventually gave himself over to Nodens. That is how he wound up here. He concocted the story over time. He realised that part of the Greek Underworld was based on trips to this one in the Dreamlands. He has become expert on where things are, and he can tell investigators about a city of giants called gugs and the forest of monoliths that is actually a graveyard. He can tell them about the Vaults of Zin and the Underground Sea. He can tell them all this and more.

What they really want to know is how to get to the Plateau of Leng.

Thalo tells the team they must cross the Great Underground Sea. For this, they have to pay Charon the Ferryman. Then they cross through the Forest of Monoliths and reach the Vaults of Zin. One of those vaults leads above to a well inside an ancient and terrible monastery on the Plateau of Leng. If the investigators are on their guard and perform another Psychology roll [Cth]/Smarts test [Sav], they discover that Thalo is being entirely honest this time.

If asked about the monastery, he tells them it is abandoned. Unlike the rest of his explanation of the journey, this is not true, but Thalo believes if he makes an offering to the thing sitting on the throne there, he will be free of Nodens. In reality, he is bound here by no one but himself and his delusions.

"Lasciate ogni speranza, voi ch'entrate!"
"Abandon all hope, ye who enter here!"

- Dante (Dante Alighieri: 1265-1321)

Scene Two: The Underground Sea

It is as described in the name, a sea existing, impossibly, underground. As vast as the Cerenarian Sea, according to Thalo (p.68), it is full of the spirits of those who drown throughout history. On the shores of this mucous-coloured ocean, the investigators note that the same pale fire lights the sky. Through the mist hanging over the water, a boatman arrives when Thalo shouts in an unknown language. The boatman appears, a tall, thin fellow that looks a bit like Uncle Sam with weaker musculature. Thalo calls him Charon and slips two coins into his hand for each passenger. The boatman shrugs and sticks the coins in the pockets of his pyjamas. This is not Charon the Ferryman but just a dreamer. Every night another dreamer mans the boat, taking passengers across the sea. Sometimes they take coins, sometimes memories. Few, if any, ever remember having done so in the waking world.

As they journey across the Underground Sea, strange shapes move in the water. They may suggest the damned and drowned to pliable minds, but they are not. What lurks below does not surface, and the investigators should be thankful that it does not. Their journey passes without incident. Although they are probably not expecting a quiet journey, the Keeper should call for Spot Hidden [Cth] / Notice checks [Sav] to keep the group on their guard.

Scene Three: The Forest of Monoliths

Thirty plus feet high, these giant monoliths look like menhirs of Earth but on a far more massive scale. They are carved with the name of dead Gods, though no one can now read the primitive scrawls. Attempting to read the scrawls causes a SAN loss 1/1D3 points [Cth]/Horror test [Sav] for those who try.

If indeed dead gods are buried beneath these stones, no one on any Earth ought to know about it. Thalo knows they are tombstones, but does not know for whom. He advises caution, as the City of the Gugs is not far from here. Gugs, if someone asks, are dangerous and monstrous to behold. Unfortunately, they do tend to hang about the forest semi-often.

This is another spot where the Keeper can either go easy on the team or let them have it. Gugs are powerful foes. It is not recommended that they encounter any more than three, if that. The gugs are profaning the graves with rituals used to taunt the dead gods who fell, long ago, to the Great Old Ones.

The gugs are intelligent creatures—at least as smart as men. If outmatched, they retreat. If not, which is more likely, they see the team as fortunate sacrifices and may even bring them back to the City of the Gugs to live out the rest of their lives in terror and pain.

GUGS

Large black furred arms that end in talons, these barrel shaped humanoids have pink eyes jutting from the sides of their heads. The mouth contains fangs that snap and drool, the mouth is vertical instead of horizontal, giving a terrifying aspect to the creature.

See ***Call of Cthulhu, Sixth Edition***, pp.164-165.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12.

Skills: Fighting d12, Notice d8, Stealth d4.

Pace: 6; **Parry:** 8; **Toughness:** 12.

Special Abilities

- **Edge:** Brawny.
- **Edge:** Combat Reflexes.
- **Horror:** those who see a gug must make a successful Spirit check or check on the Horror Effects Table (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.181).
- **Size +3:** gugs are large and stocky creatures.
- **Talon:** gugs attack with their talons, doing Str+d8 damage. Their talons are AP 2.

Scene Four: The Vaults of Zin

These caverns and tunnels spiral in on themselves in ways impossible in Euclidean geometry. Thalo (p.68) has to navigate more by feeling than by memory. The Vaults are etched with terrible drawings depicting the brutal history of Leng. Cannibalism, war, the killing of gods in favour of beings from the Outer Dark—all this is recounted on the walls. Looking at it long enough to understand what it depicts requires a Sanity (1D6/1D20) roll [Cth]/Horror (-2) test [Sav].

What the investigators glean from it is an image of Nyarlathotep in the form of the Black Pharaoh and a monstrous visage. This means little to the investigators, but may tip off the players of deep trouble ahead, if they are familiar with the Mythos.

The vaults are home to Ghouls (***Call of Cthulhu, Sixth Edition***, p.160 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.228 [Sav]). The Keeper should determine if any appear. Before reaching the well leading to Leng above, the team finds a spiral staircase leading down, which Thalo claims leads to another, even deeper, Underground. Beyond that lies another, and another, and another…. This rather pleases him. He takes the party to the edge of the well then prays in Modern Greek. This, instead of ancient Greek, would be the first time Thalo's entire story would be discredited. If any investigator speaks Modern Greek, Thalo's prayer is, "Nyarlathotep take these sacrifices so that I might be unbound." If no one speaks Greek, the opportunity is lost to the group to learn what they may soon encounter.

> Shadows creep in and then stretch across the frozen land becoming thin, hideous caricatures of men.

Should they understand Thalo the team undoubtedly interrogates him. He admits he believes Nyarlathotep lies in eternal contemplation in the monastery above. Nothing the investigators can do or say to him scares him more than that. He does not ascend the tunnel unless forced.

Climbing checks are going to be necessary to ascend. If they still have their walkers, they finally must abandon them here. There is simply no way of getting them up the well. While they might fit, they cannot climb such a sheer surface and are too heavy to lift. There is an opportunity to steal Axis walkers for the final encounter.

Three climb checks are required for each person to ascend. Assume the team has moved steadily upward since entering the underground. They are only 80 feet below the Plateau of Leng. Once they ascend, they find themselves in Episode Seven (p.68).

If the first has put in pitons, which the team is assumed to have with them, a Climb roll [Cth]/Climbing test [Sav] failure only results in 1D3 damage [Cth]/1d4 damage [Sav]. If they should fall without being secured, they take a D6 for every twenty feet [Cth]/d6 for every twenty feet. This damage can Ace [Sav].

EPISODE EIGHT: THE PLATEAU OF LENG

My other continues to visit me in my dreams. I begin to find myself setting aside empiricism and everything learned during the Enlightenment while I consider, seriously, the possibility that this other Earth is real. I had thought merely to harness the energy that must have ripped the Eldridge apart, but I now think she may yet exist, in this dreamlike place. Further, I think we may share this dreamworld with that place where I am going mad. Where I am in another war. One which uses, of all things, magic. My other is mad. How long until I am as well?

My colleagues find me daft. No matter, the military is growing desperate and I have funding. I am very close to my realisation of this portal, but Dover has been invaded. My time is short. A team of Rangers has been selected to be the first through. I have half a mind to join them but, if I did, how would any of us get home? Maybe I am as mad as my other already.

—Extract from the Journal of Dr. Lowbeer

A frozen tundra with only few, gnarled, and foreboding forests, the Plateau of Leng is little known, even among inhabitants of the Dreamlands. Primitive huts of granite are occupied by the Men of Leng, though few visit their villages. A barren wasteland bathed in the sickly light of a black sun, the plateau is shunned by most dreamers.

A huge monastery is occupied by a single being called The High Priest Not To Be Named. He is an aspect of Nyarlathotep, the Black Pharaoh and he is, for now, asleep. Of course, the team does not know this.

The other notable feature on the plain is Wewelsburg II, forced into the Dreamlands by the will of Black Sun Norn dreamers. A redoubt for the Black Sun and the plans of its Exarch, Wewelsburg II should not exist. It is only the will of the Norn that force its reality onto the collective dreamworld. It is this castle where the Nazis must be stopped.

Scene One: The Monastery

This is a crumbling stone abbey. It seems built from another era, and its walls do not match the medieval architecture found in cities like Celephais. More the product of a mad fusion between Egyptian aesthetics and Harrapan stupas, the monastery is a gloomy ruin made starker and more ominous by the black sun.

The investigators enter the monastery via one of the wells. They emerge in heart of the old abbey, where monks once drew fresh water. Their best bet is to climb over the

walls and get the hell out. After all, they should know better than to poke around such places by now.

If they do not, they encounter the Black Pharaoh. He is not awake, but sits on a golden throne dreaming and plotting his return in the form of Nyarlathotep. Should they be foolish enough to disturb him, he simply destroys them. This is his domain and none can harm him here.

The team gets a chance to hurt an aspect of him in the waking world, but that is in the final encounter. For now, they should avoid anything inside the monastery altogether and cross the Plateau. Random encounters would involve the Men of Leng (p.58), with frequency and numbers dictated by the condition of the group.

Scene Two: Wewelsberg II

Located in a thick tangle of forest, Wewelsburg II is the heart of the Order of the Black Sun. It is, not coincidentally, the investigator's current goal—a very dangerous one at that. Penetrating this redoubt is a big deal and not to be taken lightly. All manner of Black Sun agents lurk within, though the entirety of the enemy forces do not have to be dealt with. To inflict such disadvantage on the team is cruel even for the likes of a Cthulhu game.

That said, this is going to be tough, and investigators may very well die. If the Keeper is running a continuing game, mitigating the deadliness of the castle might be necessary to keep any investigators alive.

The North Tower is the primary residence of Weissler (p.*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.78). *Totenmeisterin* (p.XX) has taken up residence in the South Tower, and that is where the current plan unfolds. There is a gateway back to the ***Achtung! Cthulhu*** Wewelsburg in the North tower, but it is heavily guarded. That is not the subject of this mission, but the Keeper may wish to drop hints to the investigators that such an exit does exist. It is a way home if they want to abandon the mission now.

Both towers are impossibly tall. Windows along the outside allow entrance for one person at a time. High and narrow, the windows allow light inside but little else. To get to the first set of windows, the team needs to scale some forty feet of obsidian rock. The glass-like surface is no easy climb. Chipping pitons into the surface would help, but the noise will definitely attract the attention of the guards. Without Pitons, penalties of at least 20% on Climb [Cth]/difficult (-1) Climbing [Sav] checks are required.

On the inside of the walls are a small army of Axis walkers of all makes. There is also evidence of a great many troops staying in the castle proper. It is clear that they have a large force designed to invade an unprepared America.

The team must decide how they are getting access. The tower is climbable, as noted above. There is no "night" here, so the gloom-ridden crepuscular state they arrive in is constant. A distraction might draw guards away from the walls, or the team might attempt to take those guards out.

The Black Sun

The Black Sun is the namesake of the organisation the investigators are fighting. For more details on their history, see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.78-99. The Exarch is currently in seclusion. The Black Sun which hangs over the Plateau is a frozen terror. Those who look at it for too long suffer from waking terrors haunting the edges of their vision. Shadows creep in and then stretch across the frozen tableland becoming thin, hideous caricatures of men. See *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.77, for the effects of being on the Plateau for any length of time. The Black Sun is the prison of Yog-Sothoth itself. The goal of the Order is to bring him into the waking world.

Weissler, leader of the Black Sun, is not aware of, nor involved in, the current machinations. One of the priors—Klaudia Fleischer (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.91)—is trying to outmanoeuvre Weissler by getting her hands on technology from ***Dust***. The Exarch would be very unhappy if he knew about this.

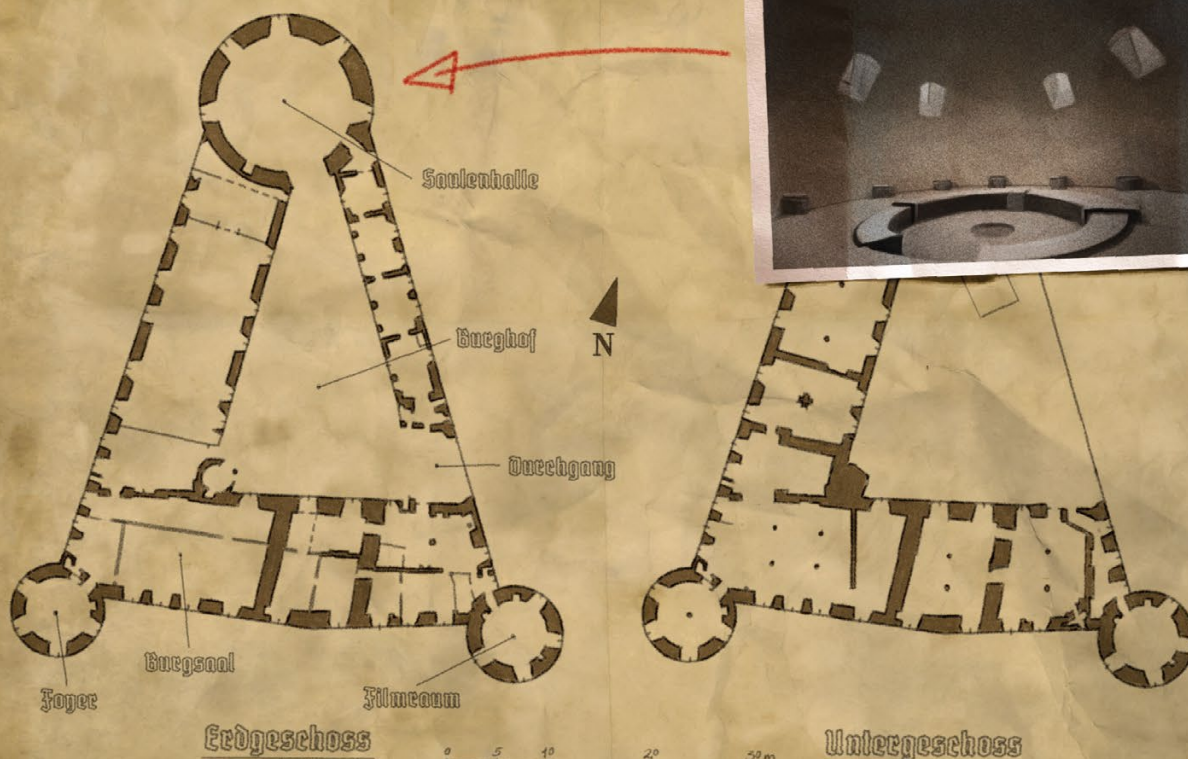
Wewelsburg

Wewelsburg castle is a real place. Taken by various forces during the Thirty Years War, the castle was renovated and restored by Heinrich Himmler. Himmler saw the castle as the centre of a new world "Zentrum der neuen Welt" in which the Nazis would rule.

His grand vision was not to be, and the castle design he had drawn up was not completed. Nevertheless, the North Tower contained rooms significant to Nazi ideology. This version of Wewelsburg is Weissler's dream—a foul, obsidian thing standing behind the unmoving Black Sun.

Being that Wewelsburg II is already isolated, in the Dreamlands, and Weissler is in private meditation, there are only two guards per tower. The castle itself is triangular in shape, with one tower at each end. The North Tower holds a room known as "The Vault" where Weissler keeps his permanent gate open.

Disguise is a ploy that might work. The castle is remote, but men on horseback or sometimes zebra—arrive and leave at least once a day. If the team intercepts them—and if they speak excellent German—they might get in. It is entirely possible they come up with another, more ingenious plan. This ought to have a reasonable chance of success.

The Keeper needs to remember that there is an invasion force here made up of ***Dust*** troops working with Black

Sun agents to go through a new gate *Totenmeisterin* opens. If the team slips up too badly, they are found out and surely captured, if not killed. That, too, is a way to get inside Wewelsburg II, if they have a plan to escape.

Gauge the merits of the investigators' plan come up with and decide how difficult to make things. Guards are Black Sun Canons (*Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.92). *Die Toten* are part of the invading force and also defend the castle. In addition, Axis troops and walkers from ***Dust*** are preparing for the gate to be stabilised.

If the team gains access to the South Tower, they find the doors open on the inside. These doors are not large enough to fit more than one walker in at a time. Outside the tower, under the open sky, is where the gate is set up once it is stable. That is going to draw a lot of attention, and the Prior and *Totenmeisterin* do not want that until it is too late to stop them.

The investigators are free to steal one or more of the walkers if they so choose. They have to run them quickly into the South Tower and through the gate once it is open. Right now, they plan on stopping the gate from opening at all. Interrogating one of the ***Dust*** troops is feasible, should the team capture one. That soldier is not likely to know specifics. Only *Totenmeisterin*, the Prior, and a few Masters know the exact room that the ceremony takes place in. People familiar with the castle can certainly speculate if a gun is to their head. Soldiers do gossip.

In the South Tower, on the ground floor, is room very much like the Vault in the North Tower. The symbol of the Black Sun is inlaid into the fine stone below. Pedestals, each for a minor god in the Mythos, surround the symbol. Sanity (1/1D6) roll [Cth]/a Horror test [Sav] is required for seeing the statues.

Essentially, the investigators only need to get to the ground floor. If they enter from the windows above, they find a room filled with dust and six Black Sun officers (Use Black Sun Infantry, *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.33) planning the invasion route. Maps of New Jersey, New York and much of the rest of America are laid out. The hope is, once a beach head is established in 1938, no one will order it closed. Hitler will be pleased to have it, and Weissler will be powerless to stop him. The team needs to take these men out fast. Two *Die Toten* (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.96)

The Gate

The gate being used by *Totenmeisterin* is a kludge of mystical ritual and ***Dust*** technology. *Totenmeisterin* brought the tech over from her world while the Prior provides the Masters needed to enact the spells. They can open the gate from this side, but that does very little since it shifts in space. They can tag it to a temporal location—in this case October of 1938—but they cannot keep the gate in the same spot until it is secured, by similar means, from the opposite side. This is why the ***Achtung! Cthulhu*** investigators would have come into the ***Dust*** Dreamlands far from the Rangers.

Totenmeisterin needs time on the other side of the gate to secure it and conduct the necessary rituals. Again, technology and magic are working in conjunction to keep the gate open and stabilised in one place. This also explains why they appear in Hooverville instead of Grover's Mill as shown later.

The gate itself is a whirling vortex of green eldritch energy. As before, it leaves the traveller with the feeling that their molecules have been spread across infinity.

guard the door to the outside and rush in to assist. Below, the ritual is already underway to open the gate.

Scene Three: The Ritual

Unless the Keeper wishes to end the mission here in a climactic battle, the team does not make it in time to stop the ritual. Instead, upon entering the bottom floor of the South Tower, they see 12 dead children at the foot of each statue. *Totenmeisterin* is the last to step through. The rest of the recon team is already on the other side. The ritual stabilises the gate only long enough to get that team through. When the investigators jump through—which is preferable to staying in a room of Black Sun mages—they do not land in the same spot as the recon force.

Candles in the form of Hands of Glory light the entire chamber. Coiling around the floor, partially obscuring the Black Sun sigil, are cables much like Lowbeer used in London. A similar control panel has been erected. Trying to readjust the control panel requires an INT roll [Cth]/Smarts test [Sav]. A success reveals that the gate cannot be controlled until it is stabilised from the other side.

The six Black Sun Masters (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.94) have expended most of their mystical energies, but there are six of them. Each has a *Die Toten* (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.96) at his side. Stolen walkers are able to run through the gate. As soon as the team steps through the gate, move on to Episode Nine.

The only way to destroy the portal is to rig it with explosives. If the team decides to take this approach, it will take time and as they do, hordes of ***Dust*** *Sturmgrenadiere* (p.28) and *Die Toten* arrive. It is unlikely to be a pretty end. Make it tense enough that they can make one last heroic jump through, otherwise it will be a last stand.

EPISODE NINE: HOOVERVILLE

London will fall. It is a matter of days. I will open this damnable portal and prove myself sane. That, I swear. The Ranger team looks tolerably effective as military men go, but they haven't the spirit of exploration necessary for genuine scientific advancement. My other has killed himself. How I know this I cannot say. I simply know it in my gut, as one knows who they are. Ha, there is irony in that. In another world I went insane and killed myself. It's a fact of my life now.

I am forced to wonder, shall that happen to me? If so, might I not run to that other London which has not fallen? There, to spend my last days before unrecoverable insanity consumes me.

Tomorrow we open the portal. I will defend it with my life. There has been a war on for eight years and I have not risked my life once. My father would be ashamed of me. He fought at Verdun. The portal will open. It must.

—Extract from the Journal of Dr. Lowbeer

Ramshackle shanties and tin roofs piled against the New York City skyline, from a distance it might look like cliffs against a massive wave. Hooverville is a common sight during the depression. Named after President Hoover, otherwise homeless folks built impromptu shanty towns anywhere they could. One such town was located in New York City's Central Park. (On a historical note, the real Central Park Hooverville ended in 1933).

Scene One: Brother Can You Spare A Dime?

Into these cramped, fetid and sweaty human habitations the investigators drop like meteors. The Black Sun is nowhere to be found. However, the team has landed on the shack of a very influential and angry man in this Hooverville—Ross Notting AKA Ross Nothing. He is nicknamed this because there is nothing he would not do for a dime. Ross is drinking moonshine with some friends at another shack right across the way when the team lands and destroy his home. The juke joint he emerges from is lit with grubby kerosene and spills out both Ross Nothing and a gang of toughs.

Most of the men and women who come out of the juke joint are drunk. Those other bystanders who quickly run to see the commotion are not. Everyone is really

impressed—and a bit scared—if walkers are present. The team's weapons and armour are also unfamiliar, but not overly alarming. Ross Nothing figures the group for some sort of corporate-hired thugs here to bust Hooverville. Things can get very out of control very quickly when he starts mouthing off about that.

If they have walkers with them, they might simply climb atop those and hightail it out of Hooverville, leaving some King Kong-like wreckage in their wake. This is certainly an option, but walkers stomping around the streets of New York City are not going to go unnoticed.

If the investigators do not, or cannot take the opportunity to exit the crowd gets rowdy. Some rocks and possibly jam jars are thrown at the investigators. Certainly, the team has weapons and can fire into the air. This scares off most of the crowd but not Nothing and his goons. "You going to shoot us? Go on and do it. You filthy rich folks already took everything we got!" The team has to reason with Nothing, or knock him and his toughs out. There are ten toughs total. If gunfire erupts, the police come fairly quickly, as they have Hooverville under watch.

The goal is to get to Columbia University where Lowbeer is currently teaching. The older Lowbeer with the team suggests this. With his help they can hopefully stop the Axis recon force before they finish their ritual. If a time table is necessary, the investigators have eight hours in which to find Lowbeer, convince him to help, then get everyone out to Grover's Mill. The town is about an hour away.

NOTHING AND HIS MOB

Shabbily attired and hollow-faced men, badly in need of a shower and a square meal.

STR 12	**DEX** 11	**INT** 12	**CON** 10
SIZ 13	**APP** 08	**POW** 09	**EDU** 10
SAN 45	**Hit Points:** 11		

Damage Bonus: +1D4.

Skills: Dodge 25%, Persuade 30%, Jeer at authority 60%, Sneak 30%, Spot Hidden 45%.

Language Skills: English 50%, or a smattering of other languages such as Polish or Spanish at 50%, and English 20%.

Weapons: *Butcher's Knives* (Knife) 30%, damage 1D6+1D4, atts 1, base range Touch.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Persuasion d6, Notice d6, Stealth d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 7.

Hindrances: Anemic, Outsider, Poverty.

Edges: Brawler.

Gear: *Butcher's Knife* (Str+d4).

Scene Two: Wormholes in the Big Apple

The investigators have a much easier time getting around inconspicuously if they do not have walkers with them. If they do, there is going to be a police chase. Eventually, a large number of police both in cars and on horseback arrive. The walkers do not go more than 40 miles an hour, so the group is not going to outpace the men in cars. A larger walker cannot outrun a horse.

This is a narrative element that ought to be more fun than it is dire. Most investigators will not shoot up New York. Have some fun by having them booked and thrown in the drunk tank while the mayor's men are called in. In this case, if they give up, their one phone call can be to Lowbeer (p.83).

This little interlude ought to be entertaining and give the investigators a chance to have some carefree fun. The cops are not Mythos monsters and the City That Never Sleeps is not the Dreamlands.

Assuming they figure a way to conceal their assault rifles and other weapons and armour, they can get around by cab or subway. The money from the ***Dust*** universe passes as real money here. The differences are minimal.

WILL THE REAL LOWBEER PLEASE STAND UP?

As Keeper, decide if *Totenmeisterin* (p.83) and company really covered their bases—if so they sent assassins to kill Lowbeer. These assassins are also a really good way to convince Lowbeer their story is true, given that they come in the form of two *Die Toten* (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.96).

The battle can be pretty colourful if the Keeper stations Lowbeer in a lab with Erlenmeyer flasks and things that explode when introduced to gunfire. A run and gun battle along the halls and campus is certainly be an action set piece.

Lowbeer is currently a professor at Columbia College, but he also works for the department of naval Intelligence. He is, in fact, working on theories that could lead to an ***Achtung! Cthulhu*** version of The Philadelphia Experiment (p.43). His older counterpart looks a bit like him, but he is not going to believe that alone. The two men have to trade things they know about each other—first kiss, most embarrassing incident–the time the other students at Cambridge gave him a wedgie–and the relationship with their mother.

The younger Lowbeer eventually believes his older self. Showing him any of the team's more advanced weapons helps convince him more quickly. Once convinced, he suggests—if the investigators do not—that he can call on his navy contacts to get help. This is definitely a good idea. Even though the U.S. Army is currently smaller than

the Romanian Army, US Soldiers are better than going up against the Black Sun alone.

By calling on his contact, Lowbeer can get the assistance of the army. They take a while to mobilise, but American intelligence is already somewhat aware of the Mythos threat. Soldiers head out if the team can tell them where the Black Sun is located.

That is a bit more complicated, but Lowbeer can suggest using the tracking device to find a system referential anomaly in space-time curvature, or some other such nonsense. If the investigators think of this prior to finding the younger Lowbeer, the Keeper may allow them to bypass this section or decide that the device needs to be modified and thus Columbia's lab is a good place to go.

If Lowbeer's device was destroyed and cannot be used to find the Black Sun, the naval intelligence contact saw some reports an actor filed about "space aliens". The actor's name is Orson Welles and he currently works for the WPA. He is out at Grover's Mill scouting for a moving picture. If all goes well, Welles is part of the cover-up to come.

This episode concludes with the team on its way to Grover's Mill, New Jersey.

The Two Dr. Lowbeers

When the two men meet for the first time, the universe does not collapse, but both men are going to feel the psychic strain. They are not meant to occupy the same space and, while it does not violate cosmic law, it is hard on them mentally. Play that up, the two of them circling each other like cats fighting over a dead mouse, the two of them arguing and getting more animated. It is not always healthy to meet one's self.

See the NPC section of this book for stats on the various Lowbeers, pp.83.

EPISODE TEN: GROVER'S MILL

I have not written in so long. The Axis took me what…ten months ago? I cannot say. Things are dire all over. I fear I should never have opened that portal. The Rangers never returned. Horrors stalk the land. Beasts out of story and beasts no story could contain roam free. The Axis wields them like barely-tamed lions. Our technology holds up, but not for long. Already, Russia is consumed under a black cloud and an even blacker sun hangs over Germany. It spreads, like her dark wings in my mind. Who is she? Macha perhaps… or an instance of my own madness? I cannot say.

But I am free. I managed to escape. They made me build my portal again after I destroyed it. I did what I was told.... To a point. I built the portal, but only so that I could cross to this other world. It is worse here. Russia is all but gone, America was conquered years ago—before the war even began. Something is amiss, and I know I have caused it. I must find a way to undo this. I have brought this hell down upon us. I do not even have the solace of my predecessor in knowing that I am mad. This is all too real.

—Extract from the Journal of Dr. Lowbeer

This is the climactic episode. A big battle in rural New Jersey determines the fate of two worlds—and incidentally leads to Orson Welles' War of the Worlds broadcast. The team may rendezvous with elements of the army outside of town. There was little time to arrange things, and thus only twenty-five soldiers are present (p.77). They have one WWI era tank among them and two trucks. Some are on horseback. They are all armed with rifles made in 1903. In a few short years, this changes but, for now, the U.S. Army is not much to look at.

The investigators should reconnoitre the town. Grover's Mill has been taken over by the Black Sun. There are walkers on the streets, and the townsfolk have been herded into the local high school. In all, there are 50 ***Dust***, SS and Black Sun troops here. It is not a fair fight. The town centre is no more than a "main street" and accompanying buildings. Main Street happens to run along an old Native American ley line *Totenmeisterin* (p.39) is using to secure the gate. The townsfolk are to be shot as sacrifices for the ritual the Prior is in the midst of. The team has to stop the ritual, and the portal machine's activation, in order to end the threat.

Grover's Mill is a cluster of houses and shops massed around Main Street. There are malt shops, a movie theatre, and a pharmacy. Most of the people here are farmers, and the town itself is where they come to get supplies and do some socialising. The Black Sun has blocked the two roads in and out of town.

Axis Forces

GERMAN DUST TROOPS (50)

Use the stats for *Fallschirmjaeger* (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.34), and make the following changes:

Weapons: *StG 47* (Assault Rifle) 55%, damage 2D6+2, atts 1 or Burst, base range 90 yds.

MG 48 (Machine Gun) 55%, damage 2D6+5y, atts Burst, base range 120 yds.

Panzerschreck (RPZB 44-88) 55%, damage 10D6/1y, atts 1, base range 165 yds.

Armour: 10-points of advanced combat armour.

I will never be able to listen to the radio the same way again. My innocence is lost.

– Peggy

Gear: *Ausf A Body Armour* (6), StG 47 (24/48/96, 2d8, RoF 3, Shots 30, AP2, Auto), *MG 48 Machine Gun* (30/60/120, 2d8+2, RoF 3, Shots 100, AP2, Auto, Snapfire), *Panzerschreck RPZB 44-88* (12/24/48, 4d8, Small Burst Template, Shots 2, AP21, Heavy Weapon).

BLACK SUN MASTERS (12)

See *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.93-94.

"LUTHER" MEDIUM WALKERS (3)

See p.33.

Allies Forces

AMERICAN SOLDIER (25)

See U.S. Infantry in *Achtung! Cthulhu: the Keeper's Guide to the Secret war*, p.39.

Independent Forces

SAPPHIRE JACKAL, AVATAR OF NYARLATHOTEP

The Sapphire Jackal appears at first glance to be a 9 foot tall, crystal statue of Anubis, trimmed with onyx and gold. However, this illusion is shattered by closer observation or the sight of it taking action. Up close, it is clear that every inch of the surface has been etched with thousands of faces, each too small to have been worked by any human tool, and each in constant motion, as though screaming in pain. When the Jackal moves, its form flows like water, reforming in its new pose.

STR 30	**DEX** 19	**INT** 86	**CON** 44
SIZ 26	**APP** n/a	**POW** 100	**EDU** n/a
SAN n/a	**Hit Points:** 35		

Damage Bonus: +2D6.

Weapons: *Sapphire Sword* (Sword) 55%, damage 2D8+2D6*, atts 1, base range Touch.

1D6 *Crystal Shards* 60%, damage 1D3*, atts 1, base range 60 yds.

**see special rules*.

Armour: 20 point, Crystal Flesh.

Sanity Loss: 1D6/1D12.

Special Rules: The crystal structure of the Sapphire Jackal is capable of rapidly self-replicating by converting the matter it contacts into more of itself. When an investigator is hit by the Sapphire Jackal, their flesh starts to be consumed by it. The investigators must make a POW vs.12 check on the resistance chart, or permanently lose 1 hit. This growth does not impede the functioning of the biological tissue around it, as the crystal seems to perform the purpose of any tissue it replaces, save that it is cold, dead and immobile. Being fully consumed offers no rest for an investigator, however, as they do not die; rather, their consciousness is trapped within, cold and alone, with nothing but their thoughts forever more.

If they fail the check, this process is repeated each turn until they succeed.Vehicles fare less well. Any vehicle struck by the Avatar loses 1D6 armour points/turn, as their armour and hull are transmuted. This loss stacks for every successful attack the Jackal makes against a vehicle.

Being fully consumed offers no rest for an investigator, however, as they do not die.

Attributes: Agility d8, Smarts d12+2, Spirit d12+2, Strength d12+3, Vigor d12+2.

Skills: Fighting d12+2, Notice d10.

Pace: 6; **Parry:** 9; **Toughness:** 24 (10).

Special Abilities

- **Armour +10:** the Sapphire Jackal is covered by a dense crystal structure that deflects many types of damage.
- **Crystal Shards:** whenever the Jackal takes a wound, an explosion of shards rain out, covering a Large Blast Template centered on the Jackal. Anyone struck by the shards must make a Vigor check at -1 or the shard merges with their body. This gives them a level of fatigue but also increases their Toughness by 1. An afflicted person has to test each round until they succeed. The fatigue can be recovered by a week of rest, but the embedded shard, and the Toughness bonus can never be removed.
- **Size +5:** at 9 feet tall and very dense, the Sapphire Jackal is a difficult creature to damage and resistant to many forms of attack.
- **Sapphire Sword:** the Jackal uses a Sapphire Sword that is destructive for tanks and people. It does Str+d10 damage, counts as a Heavy Weapon, and is AP 5. If the Jackal hits with a Raise, the blow Ignores Armour and causes a Crystal Shards check at -2 against living creatures.

Running the Battle of Grover's Mill

The battle can be handled as a purely RPG scene, or can be done with miniatures. If the minis are available, it would make an impressive sight to have US Soldiers fighting

Nazis with ***Dust*** walkers in rural New Jersey. Do not worry about all the specifics. Over 75 men are in this fight, and keeping track of all the stats, ammunition, and sanity is tedious and unnecessary.

Game focus should be on what the individual investigators are doing in the battle. Think of it like a movie about the D-Day invasion—the viewers do not see the whole thing unfold, just the main investigators' roles. Showcase the investigators. If they have walkers, use them against Axis walkers. If they do not, give them an opportunity to steal one.

How this plays out is largely up to the investigators' plans and what the Keeper wants to see come about. The only scripted part comes when the ritual is interrupted. If they shoot one of the Masters—again there are six—the ritual is interrupted. This does not close the gate but it does cause it to move from Wewelsburg II to the monastery where Nyarlathotep sleeps. This does not wake Nyarlathotep himself, but a version of his monstrous aspect does come through the portal (p.77). At that point, the SS mages are trying to bind him. They may fail or succeed based on how the battle is going. If the good guys are taking a real beating, have Nyarlathotep even the odds up by killing some Axis forces first. If not, maybe he favours the side that brought him to this peculiar dance.

He is a fearsome foe, in any measuring, and very hard to beat. Now is the time to steal an Axis walker or, preferably, multiple Axis walkers. Further, the ***Dust*** forces brought some of their own heavy weapons, and those too can be commandeered if one or more of their wielders are killed.

Shots come from the high school as the ritual progresses. The investigators may decide to save as many civilians as they can. If so, quickly sketch out a high school gymnasium. There are another ten SS soldiers there doing the dirty work of killing three people every three minutes on the clock.

If the investigators realise this is tied to the ritual, they can more easily interrupt it by stopping the ten soldiers in the high school rather than first taking on the whole group massed in the centre of town. Eventually, they have to face off with the main force, as the Black Sun does not stop trying.

It should be clear that the army is no match for these hardened troops. If a full force makes it through, America is done. With the Black Sun using walkers and summoning servitors, the U. S. Army has no chance. They are but a speed bump on the way to conquest.

Totenmeisterin (p.39) fights as well. She is a force of un-nature. The investigators may kill her, but if not she makes an excellent recurring villain. It should also be noted she is central to the follow-up scenario. Only have her die if the follow-up adventure, *Destroyer of Worlds* (p.88), is not part of the planned campaign.

The Prior eventually jumps through the portal, regardless of where it leads in the Dreamlands. Other men escape as the tide turns against them. If the machine has also been destroyed, the gate closes. The investigators may want to keep it open to get home. As Keeper, decide if this is possible. Should they do so, it is entirely likely they wind up in different places within the Dreamlands as the gate has not stabilised. Again, the second scenario in this book assumes the investigators are stranded in 1938.

If they are successful and defeat the Black Sun and the aspect of Nyarlathotep, all is well… for now. If they fail, well, they are either running or dead. The epilogue gives some ideas for continuing this adventure as a campaign, but it is mostly up to the Keeper to plot that out.

At the very least, the team has changed the world forever. Just by being here, whether ***Dust*** Rangers or ***Achtung! Cthulhu*** investigators, they have altered the course of the war. More about that follows.

Wrapping Up the Battle

Describe the carnage. The town is likely in ruins. The dead, civilian and soldier alike, litter the field. If Nyarlathotep was killed, a huge, rotting corpse now lies in a small American town. None of the American soldiers have seen anything like this. They are shocked, horrified and likely insane. None of this makes any sense. Some are already screaming and crying. One shoots himself in a fit of despair.

The investigators have won, but the cost is very high in human terms. That is the best one can hope for in The Secret War though.

EPILOGUE

It has been years. The terrors are everywhere now. There is almost nowhere to hide. At the end of all this, I return to where it began—America. I am in a place called Camp Hero. This will be the final project of free men. The world is in thrall to the Great Old Ones. Two worlds are in thrall to them. I cannot sleep at night. Is it guilt? This is beyond guilt. I have enslaved two worlds in my arrogance.

There is one chance for redemption. It is like a Shakespearean drama. Ha, no, it is like a pulp magazine bought for a nickel off a wire rack in a London that no longer exists. The portal will open once again, but this time it will bring me to the Dreamlands all those years ago when the Rangers first entered the portal.

We have discovered that Totenmeisterin, *my once beautiful Macha, travelled back in time to the 1938 of this world and began all of this. No, I cannot blame her. It was my ideas that she used to make all this happen. It was my first step in London. That portal. Or the one in Philadelphia. Hahaha. I see the ouroboros now too. I am the snake and the tail. So is time. So are these two realities. We are locked, eating each other like wolves, bloated corpses in the sun, morkin beasts who died of… I must concentrate. I must push my mind to retain its shape.*

Here, The Montauk Project begins. It is, I believe, 1977. Have I really been trying to fix this for three decades? I look

so old now…. Montauk. I shall bring this small army we have formed and hidden into the Dreamlands and we will crush Totenmeisterin *and her men. None of this will have ever existed. With mercy, neither will have I.*

—Extract from the Journal of Dr. Lowbeer

The Battle of Grover's Mill ended. The team, or what is left of them, have done a great service for America. If they are Rangers, they are stranded in a world not their own. If they are investigators, they have come some years into their own past.

In the immediate aftermath, more troops arrive. They are left on the outskirts of town to keep anyone else from seeing what occurred. One of the men herded into the high school gymnasium turns out to be Orson Welles, Hopefully, someone thinks of his famous radio play as a cover-up. If not, the Naval Intelligence Officer, Wesley Marsh, does.

Whether from this world or the ***Dust*** world, the team is certainly the most capable people of dealing with this mess right now. They are the only ones with combat experience and covert ops training. The intel officer certainly knows the spy game, but the spy game radically changes in the next three to nine years.

If there are prisoners, they need to be secured. Quite possibly, some of the Black Sun got away. They have to be tracked down. Ideally, the army can keep the surviving town folk quiet or institutionalise them as needed. Once the hoax story is out, no one is going to believe them. *Totenmeisterin* (p.39) may also have survived.

The mission has ended, possibly in success, but the team is not in the world or time where they began. It is 1938, a year before the war in Europe starts. What are they going to do?

Further Adventures

The game does not have to end here. If this happens during an ongoing ***Achtung! Cthulhu*** game, the investigators will want to learn the fate of their investigators. If the investigators started as Rangers, they may be equally curious what happens next. Some ideas are provided in The Continuing Campaign (p.16) section of this book provide ideas and adventure seeds. An entire follow-up scenario, *Destroyer of Worlds*, is also available to the Keeper (p.88).

The first thing the Keeper needs to do is take stock of what happened. Who is dead, who is alive and who escaped? It will be world-threatening to have an aspect

of Nyarlathotep running along the Eastern Seaboard, for example. Assess the situation and find plot threads from the outcome. The most obvious first question is: how does the team get home?

One answer is they do not. They are stuck here. They may not like that very much. However, as mentioned in Congratulations, You've Brought On the Apocalypse (p.17), the two worlds may now be linked permanently. That is, it is 1938 here and 1947 in ***Dust*** and the Dreamlands no longer afford time slippage between the two. Travel through the Dreamlands results in returning to the same place and year.

Clever investigators might decide to hole up in Celephais where nothing and no one ages. They could wait out their time there, if they come from the ***Achtung! Cthulhu*** universe. If not, the Rangers want to get back to their war. The Axis is on the offensive. England is falling. Things are dire.

In either case, the team possesses knowledge from the future. The ***Dust*** timeline does not diverge from the ***Achtung! Cthulhu*** timeline until later in the war. Pearl Harbour, the invasion of Poland and Russia, the Fall of France. All these play out, and the team has advanced knowledge of them. Time may not be alterable in this way. Perhaps these points are fixed, inviolable. That is for the Keeper to decide. Here are three follow-up mission seeds to get started.

Coming Home—*Dust*

The Rangers just want to go home. If they can get help back to the Dreamlands, they can work their way back to ***Dust***'s Dreamlands and find a way back. The portal is not the only way to enter the Dreamlands, it is likely not the only way in or out in ***Dust*** either.

With the help of Mythos experts, they certainly can reach the Dreamlands. The Lowbeer from the ***Achtung! Cthulhu*** world might have a way to get them back once they enter their own Dreamlands. It is not as simple as waking up, as the team entered the Dreamlands physically.

Going back through the Cthulhu Dreamlands and the ***Dust*** Dreamlands could be a mini-campaign itself. When they finally do get home, has anything changed? Was this a one-off connection between the two realities, or do they still have a way to access each other?

Founding Members—*Achtung! Cthulhu*

The investigators know more about the future of the Secret War than anyone else. They might become founding members of some of the greatest intelligence apparatuses on the Allied side. [See the follow-up scenario, *Destroyer of Worlds*, p.88, for more ideas on this]. In a way, this could simply shift the campaign back to an earlier point before the war. This is playing in the 1930s leading up to the war. Trying to prevent certain events from occurring could be the team's goal. They might also have to pursue the ***Dust*** and/or Black Sun agents who escaped. Those agents also have advanced knowledge of the coming years and put it to ill use.

The tone of the campaign might change from war to pre-war. Alternatively, the events in Grover's Mill may have triggered the war to start early. By 1938, Japan has already invaded China. Who is to say that Germany does not do the same to Poland this year? Discuss with the investigators what to do next. Stay in 1938 or jump ahead on the timeline and see what effects have rippled down through history.

I met a man today and he was myself.
Myself, but so much older.

Cat's Cradle—*Dust* & *Achtung! Cthulhu*

Imagine the two realities as hands. A string between them is fashioned into a cat's cradle. This string binds the two worlds together, but in ways that look very complicated on the outside. This campaign is ideal for unleashing strange possibilities. Ideas are presented for such weirdness in Congratulations, You've Brought On the Apocalypse!, p.17.

Essentially, allow the two worlds to exist in relation to one another, but they are not fixed. Communication

remains, in some way, between ***Dust*** and ***Achtung! Cthulhu***. The investigators, whether from ***Dust*** or from ***Achtung! Cthulhu***, are going to be central to how this new relationship plays out. The Nazis may want to ally with the Axis, but will the Axis have them? Perhaps the Americans decide they have recovered superior ***Dust*** technology and focus on developing that to remain out of the war entirely?

Surely, Rasputin and Sigrid von Thaler in ***Dust*** would put Mythos magic to work if they had access. There really is not any stopping this particular genie unless hard and fast rules are imposed. Two timelines, two different universes and the divergent and similar paths have to be kept straight.

I met a man today and he was myself. Myself, but so much older. A ghost of a man. A future I do not want. He spoke to me of things I muse about, magnetic forces bending light, optics... He says I am the ruin of the world. He is a mad old fool.

He brought me things undeniable though. Technology that does not yet exist and information about myself, and my mother, that I have never, would never, reveal to another soul. I am forced to believe he is me, but from some horrific future. Creatures came. That is all I can describe them as, for they were not men, but trench-coated demons who tried to kill me. When they failed, I thought my older self would try the same.

But he is gone. To this dream world he raved about? I am here. Perhaps it was all a hallucination. Perhaps I am, like my mother, destined for Bedlam and then the Thames. Perhaps I have taken things all too seriously.

Still, I now know the missing elements in my equations. I can bend the light. I can render things invisible. Huge things. I will write a letter to my superiors and begin this work. It is merely optics and magnetism. Such things do not cause the death of worlds.

Time for tea.

—Extract from the Journal of Dr. Lowbeer

CHAPTER 3

Allies & Adversaries

"All the world's a stage, and all the men and women merely players: they have their exits and their entrances..."
- William Shakespeare

Dr. Lowbeer, Age 30, *Dust* Scientist

Lowbeer is a British native who studied at Oxford in the physics department. He eventually earned his doctorate and taught in the States before being called to serve King and Country when Germany threatened fair Britannia. He technically holds the rank of Major, but pays little attention to that. Lowbeer is a very smart man, possibly too smart. At 30, he is supremely confident in his theories and brooks little in the way of stupidity. For him, anyone with an IQ below 150 probably qualifies. He was not well liked in school because he was arrogant, and almost always right.

In the army, he has found things are different. While he is in uniform, he really serves on secret projects. He went through basic training, but only just. Lowbeer's gift to the world is his mind, and he is not going to waste it on soldiering. For the last three years he has been working on Vrill technology, which he believes can bend space and time. In 1942, he began having infrequent, but very strange, dreams. He was visited in these dreams…by himself. The other Lowbeer claimed to be from another world. This Lowbeer was smart enough to tell no one. He thought he was going mad, until he worked on the Philadelphia Experiment. After that, he began to believe his dreams were not madness, but communications from his own double, existing in another reality.

Lowbeer wears a haughty expression on his slightly plump face. His glasses are thick and his hair thinning. He dresses in cords, shirt and a natty Argyle pattern jersey.

Cth

STR 08 **DEX** 14 **INT** 18 **CON** 08
SIZ 11 **APP** 10 **POW** 17 **EDU** 20
SAN 85 **Hit Points:** 9

Damage Bonus: none.

Skills: Chemistry 56%, Chess 78%, Electrical Repair 40%, Library Use 55%, Persuade 25%, Physics 80%, Spot Hidden 35%, Teach 10%.

Language Skills: English (Own) 95%, German 35%, Russian 25%.

Weapons: *Pen Knife* (Knife) 30%, damage 1D4, atts 1, base range Touch.

Attributes: Agility d6, Smarts d12+2, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d4, Knowledge (Electromagnetic Fields) d12, Knowledge (Mathematics) d12, Knowledge (Theoretical Physics) d12, Notice d10, Shooting d4, Stealth d4, Swimming d6.

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 10.

Hindrances: Arrogant, Doubting Thomas, Stubborn.

Edges: Elan, Improved Level Headed, Scholar (Theoretical Physics, Electromagnetic Fields).

Gear: Diary and Notebook.

Special Abilities

- **A Pawn of Fate:** Dr. Lowbeer counts as having the Hard to Kill and Harder to Kill edges and can always make a Soak Roll, even if he does not have any bennies.

Dr. Lowbeer, Age 30, *Achtung! Cthulhu* Theoretical Scientist

Slightly less experienced than his ***Dust*** counterpart, this Lowbeer is just as cocky if not more so. He believes he is a rising intellectual star and, more to the pity of others, he is correct. He does not easily buy the story his older self presents but, with enough details of their shared memories, he agrees to help. After all, it might further his career to get a hold of some of this alien technology.

Lowbeer wears a haughty expression on his slightly plump face. His glasses are thick and his hair thinning. He dresses in cords, shirt and a natty Argyle pattern jersey.

STR 08	**DEX** 14	**INT** 18	**CON** 08
SIZ 11	**APP** 10	**POW** 17	**EDU** 20
SAN 60	**Hit Points:** 9		

Damage Bonus: none.

Skills: Skills: Chemistry 57%, Chess 79%, Electrical Repair 40%, Library Use 55%, Persuade 25%, Physics 78%, Spot Hidden 35%, Teach 10%.

Language Skills: English (Own) 95%, German 35%, Russian 25%.

Weapons: *Pen Knife* (Knife) 30%, damage 1D4, atts 1, base range Touch.

Attributes: Agility d6, Smarts d12+2, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d4, Knowledge (Electromagnetic Fields) d10, Knowledge (Mathematics) d10, Knowledge (Theoretical Physics) d10, Notice d8, Swimming d6.

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 10.

Hindrances: Arrogant, Doubting Thomas, Stubborn.

Edges: Elan, Improved Level Headed, Scholar (Theoretical Physics, Electromagnetic Fields).

Gear: Diary and Notebook.

Special Abilities

- **A Pawn of Fate:** Dr. Lowbeer counts as having the Hard to Kill and Harder to Kill edges and can always make a Soak Roll, even if he does not have any bennies.

Dr. Lowbeer, Age 60 – Alternate *Achtung! Cthulhu* Future Self

This Lowbeer has been through hell. He witnessed the Cthulhu Mythos overrun two worlds and has been trying to save both. He believes that it is his fault all this happened, since he perfected the portal technology. Should the Keeper desire, this Lowbeer may kill his younger counterpart in New York to ensure, or at least delay, the portal technology's development.

None of the Lowbeers are particularly against lying, but this one does it out of habit. He has had a rough three decades and states whatever he thinks need be said to accomplish his goals.

Lowbeer the elder wears a haunted expression, on his gaunt face. His glasses are thick and his hair has long since fled. He dresses in battered jeans, a shirt and a natty Argyle pattern jersey that has been patched many times, all topped off with a trench coat.

STR 07	**DEX** 13	**INT** 18	**CON** 06
SIZ 11	**APP** 08	**POW** 20	**EDU** 20
SAN 30	**Hit Points:** 8		

Damage Bonus: none.

Skills: Cthulhu Mythos 57%, Espionage 55%, Listen 60%, Persuade 70%,, Physics 99%, Spot Hidden 45%, Sneak 50%, Throw 20%.

Language Skills: English (Own) 95%, German 95%, Russian 45%.

Weapons: *.38 Revolver* (Pistol) 45%, damage 1D10, atts 2, base range 15 yds.

Spells: Bind Enemy, Deflect Harm, Elder Sign, Hyper-Space Gate, Wrack.

Attributes: Agility d6, Smarts d12+2, Spirit d12, Strength d4, Vigor d4.

Skills: Dreaming d8, Fighting d8, Knowledge (Electromagnetic Fields) d12, Knowledge (Mathematics) d12, Knowledge (Mythos) d8, Knowledge (Theoretical Physics) d12, Notice d10, Shooting d8, Stealth d6, Swimming d6.

Charisma: -1; **Pace:** 5; **Parry:** 6; **Toughness:** 4; **Sanity:** 3.

Hindrances: Arrogant, Elderly, Habit (Minor, Talks to Self), Stubborn.

Edges: Elan, Improved Level Headed, Jack-of-All-Trades, Jury Rig, Scholar (Theoretical Physics, Electromagnetic Fields).

Gear: Diary and Notebook.

Special Abilities

- **Spells:** Dr. Lowbeer knows the following spells *bind enemy*, *deflect harm*, *elder sign*, *hyper-space gate*, *wrack*.
- **A Pawn of Fate:** Dr. Lowbeer counts as having the Hard to Kill and Harder to Kill edges and can always make a Soak Roll, even if he does not have any bennies.

Boatswain Carlos Allende, Age 26, Former USN Sailor

A madman. A former member of the crew of the USS Eldridge, Allende's mind is broken. He betrays the party if the Black Sun is allowed the opportunity to turn him. Carlos is not a bad man, but he desperately wants to go home. It is his belief that he is in hell for a great multitude of lesser sins. Reasoning with him is possible, but only for brief periods of time.

Dressed in a soiled and bloody uniform, the Boatswain is a sight to behold. He is in a constant state of agitation, and his arms and hands are covered in scrawled words and symbols.

Cth

STR 10	**DEX** 13	**INT** 11	**CON** 11
SIZ 1	**APP** 09	**POW** 12	**EDU** 10
SAN 20	**Hit Points:** 11		

Damage Bonus: none.

Skills: Cthulhu Mythos 3%, Listen 50%, Persuade 30%, Pilot [boat] 40%, Scribble Hypergraphic Glossolalia 57%, Spot Hidden 55%, Sneak 20%, Throw 40%.

Language Skills: English 80% (Own), Spanish 30%,

Weapons: Pistol 30%, Rifle 40% (He is currently unarmed).

Sav

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Boating d6, Fighting d6, Knowledge (Gunnery) d6, Shooting d6, Swimming d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 1.

Hindrances: Quirk (Rambling), Shell Shocked (Major).

Edges: Danger Sense.

Gear: *Knife* (Str+d4).

Jervis Lach, Age 38, British Agent

Agent Lach worked with the SOE [Special Operation Executive] and now works for section M. In the real world, he is stationed in Cairo, Egypt where he pursues the Black Pharaoh's cult. In the Dreamlands, he likewise tracks the cultists of Nyarlathotep. He believes the Black Sun is influenced by the fell god.

Ostensibly an amiable sort, Lach can laugh with you one minute and dispose of your body the next. He is smart, smart enough that he pursues Mythos lore very carefully. Jervis has no intention of being one of the screaming fools dragged off to Bedlam. He had a partner go that way and will not suffer the same fate. A non-descript man who blends into the crowd, Agent Lach is a gentleman spy, one of the last of a breed.

Cth

STR 11	**DEX** 16	**INT** 17	**CON** 13
SIZ 11	**APP** 17	**POW** 15	**EDU** 16
SAN 65	**Hit Points:** 12		

Damage Bonus: None.

Skills: Climb 65%, Credit Rating 48%, Disguise 60%, Dreaming 21%, Dream lore 39%, Drive (Auto) 45%, Espionage 45%, Fast Talk 55%, Hide 50%, Listen 55%, Persuade 50%, Spot Hidden 50%, Stealth 60%, Throw 50%.

Language Skills: English (Own) 80%, Arabic 68%.

Weapons: *Punch* (Fist) 55%, damage 1D4, atts 1, base range Touch.

Pistol 60%, Rifle 35% (He is not armed in The Dreamlands).

Sav

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d6, Vigor d8.

Skills: Dreaming d8, Fighting d8, Intimidation d8, Investigation d8, Knowledge (Occult) d6, Knowledge (Mythos) d6, Notice d10, Persuasion d8, Shooting d8, Stealth d8, Streetwise d8, Taunt d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 6.

Hindrances: Vow (Major – MI6 Operative), Habit (Minor—Smoking).

Edges: Alertness, Great Luck, Improved Dodge, Investigator, Strong-Willed.

Gear: *BCRA Fighting/Garrote Knife* (Str+d4+Poison/Strangle), Cigarettes.

Kuranes, Age 44, King of Celephais

The King of Celephais was a drug addict in his waking life. That is, until he died. The worse his life became, the more he retreated into a fantasy of his own creation. Thus was born the City of Celephais. Kuranes is originally from Cornwall and has recreated part of that world here in the Dreamlands.

For all the transgressions of his former life, Kuranes is a pleasant fellow. He has few cares other than missing the feel of real wind against his skin and the lips of an actual woman's against his.

A dignified, Victorian Era gentleman who has dreamed himself a kingdom, he nonetheless seems disenthralled with his realm and the world where he finds himself.

Cth

STR 17	**DEX** 15	**INT** 17	**CON** 18
SIZ 11	**APP** 15	**POW** 34	**EDU** 20
SAN 55	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Bargain 67%, Cthulhu Mythos 44%, Dreaming 99%, Dream Lore98%, Fast talk 64%, Hide 66%, Listen 68%, Natural History 58%, Navigate 61%, Persuade 94%, Pilot (Boat) 45%, Pilot (Sky Galleon), Ride 86% Sneak 56%, Swim 63%.

Language Skills: English (Own) 99%, French 32%, Cum'Teha 40%, Morga 43%, Oeuth 7%, Pross 52%, Skand 52%, Talunen 36%, Ulet 36%.

Weapons: *Longword* (Sword) 92% 1D8+1+1D4 damage, atts 1, base range Touch.

Spells: King Kuranes is a powerful sorcerer and dreamer and, for the purposes of this scenario, is assumed to know Brew Dream Drug, Brew Space Mead, and any other spell that is narratively convenient. For a complete list of King Kuranes' spells, see ***The Complete Dreamlands***, p.78.

Attributes: Agility d8, Smarts d10, Spirit d12+2, Strength d6, Vigor d8.

Skills: Dreaming d12+2, Fighting d8, Knowledge (Dreamlands) d8, Knowledge (Mythos) d6, Notice d8, Swimming d6.

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6; **Sanity:** 6.

Hindrances: Code of Honor, Curious.

Edges: Arcane Resistance, Block, Florentine, Improved Dodge, Improved Extraction, Improved First Strike, Noble.

Gear: *Rapier* (Str+d6, +1 Parry).

Special Abilities

- **Spells:** King Kurane knows the following spells: *bind dreamer*, *cloud memory*, *contact creature*, *deflect harm*, *dream vision*, *flesh ward*, *healing*, *send dreams*, *summon/ bind creature*.

The worse his life became, the more he retreated into a fantasy of his own creation.

Celeste, Age 37, Captain of the Sea Witch

Celeste was a pirate in her waking life, but that was long ago. Today, she plies an honest trade moving goods and passengers along the Cerenarian Sea. She is good in a fight and inspires loyalty in her crew. She transports the investigators as a favour to Kuranes and takes that seriously. However, she does not condemn her men to death in a hopeless battle. If needed to save her men, Celeste might elect to buy off the black galleys by giving over the team to the moon beasts.

Celeste is the silver screen dream of the Caribbean pirate queen. Dark haired, voluptuous, red lips, clean, and dressed in wholly impractical clothes, which seem to offer no impediment to her performance of her duties aboard ship. A large macaw parrot follows her around the ship, whistling, screeching, and offering dire prophecies of painful death to those around.

STR 11	**DEX** 16	**INT** 14	**CON** 12
SIZ 10	**APP** 15	**POW** 16	**EDU** 10
SAN 60	**Hit Points:** 11		

Damage Bonus: none.

Skills: Cthulhu Mythos 3%, Dream Lore 20%, Listen 45%, Navigation 80%, Pilot (Ship) 85%.

Language Skills: English (Own) 50%, Spanish 40%.

Weapons: *Cutlass* (Sword) 45%, damage 1D8+1, atts 1, base range Touch.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10.

Skills: Boating d12, Fighting d10, Intimidation d6, Notice d8, Persuasion d8, Shooting d6, Streetwise d8, Swimming d10, Taunt d8.

Charisma: 2; **Pace:** 8; **Parry:** 9; **Toughness:** 7; **Sanity:** 2.

Hindrances: Greedy (Minor), Loyal, Stubborn.

Edges: Ace, Acrobat, Attractive, Block, Combat Reflexes, Command, Fleet-Footed, Florentine, Improvisational Fighter, Strong-Willed.

Gear: *Cutlass* (Str+d6).

Ambrose Bierce, Age 70+, Author & Cynic

Writer, fabulist, satirist and all round curmudgeon, Bierce is now an old man. He had quite a life in the real world, and misses it. That said, for the man who wrote such works as Occurrence at Owl Creek Bridge, the Dreamlands are the richest of all literary territory.

Bierce is a good man that lives by a code, but he is not a nice man. He has a very dim view of humanity, and calling him a cynic would be doing cynics an injustice. Bierce takes cynicism to a whole new level. He fights for what he believes in—personal freedom, art and the liberation of the oppressed. He sneers at that which he does not believe in—mankind.

On the surface, a wrinkled, grey-haired old man who a sneer and a look that belies disinterest in the world around him, he is actually hyper observant and a remarkable judge of character and behaviours.

STR 09 **DEX** 13 **INT** 18 **CON** 10
SIZ 12 **APP** 12 **POW** 17 **EDU** 19
SAN 65 **Hit Points:** 11

Skills: Anthropology 12%, Cthulhu Mythos 5%, Dream Lore 30%, History 80%, Library Use 90%, Listen 50%, Persuade 50%, Spot 45%, Stealth 10%, Throw 10%.

Language Skills: English (Own) 95%, Spanish 70%.

Weapons: *Cavalry Sabre* (Sword) 45%, damage 1D8+1, atts 1, base range Touch.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d8.

Skills: Climbing d8, Fighting d8, Knowledge (History) d6, Knowledge (Occult) d8, Knowledge (Mythos) d4, Investigation d8, Notice d12+2, Shooting d8, Stealth d6, Streetwise d8, Survival d8, Swimming d8.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 9.

Hindrances: Code of Honor, Elderly, Heroic, Quirk (Bitter and Cynical).

Edges: Alertness, Counterattack, Investigator, Nerves of Steel, Level-Headed, Tough as Nails.

Gear: Books, *Longsword* (Str+d8).

CHAPTER 4

New Spells

"What strange phenomena we find in a great city, all we need do is stroll about with our eyes open. Life swarms with innocent monsters."
- Charles Baudelaire

BIND DREAMER

This spell prevents a dreamer from waking up in the Waking World. To block the dreamer from waking, the caster must conform to all the restrictions and costs detailed in the Bind Dreamer spell with the following modifications.

Cth See Bind Enemy, ***Call of Cthulhu, Sixth Edition***, p.220.

The cost to cast the spell is 10 magic points and 3 Sanity points. The caster must locate the dreamer first, either by dreaming himself or by using the Snare Dreamer or Send Dreaming spells. The caster must defeat the target in a POW vs POW resistance roll.

While the target is affected by the spell, his body loses 2 CON per day in the Waking World. The dreamer can leave by finding one of the physical exits from the Dreamlands, but otherwise cannot wake up. If they are imprisoned in the Dreamlands, their bodies eventually die, trapping them forever in the lands of dream.

Sav See *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.196.

Dreams can quickly become nightmares.

-R.D.

THE GATE OF ONEIROLOGY

This spell creates a permanent physical route to the Dreamlands. The caster must know the region of the Dreamlands the Gate connects to, as well as knowing how that region relates to one or more other Dreamlands regions; he must also have visited the region at least once himself. Objects and creatures of the Dreamlands cannot pass through the Gate, but investigators can pass in both directions. To create a Gate, the caster must conform to all the restrictions and costs detailed in the Create Gate spell with the following modifications.

Cth See Create Gate Spell, ***Call of Cthulhu, Sixth Edition***, pp.229-230.

To create a Gate, the caster must permanently sacrifice 4 POW; the ritual takes four hours to complete. Each time the Gate is used costs 4 points of POW (temporary) and 1 Sanity point.

Sav
Casting Modifier: see p.203 of the *Keeper's Guide*
Range: touch
Duration: permanent
Cost: see p.203 of the *Keeper's Guide*

See *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.203-204

• Book Three •

Destroyer of Worlds

CHAPTER 1

Introduction

"I am become death, the destroyer of worlds."
- J. Robert Oppenheimer quoting the Bhagavad Ghita
as he watched the first atomic explosion in the history of Mankind

The Battle of Grover's Mill resulted in America's first undeniable encounter with the Cthulhu Mythos. This adventure assumes the battle went in favour of the team but *Totenmeisterin* (p.39) and a number of Black Sun operatives escaped. They are now loose in America, no doubt engineering another way for the Nazis to gain victory.

Destroyer of Worlds follows *Totenmeisterin*'s plan. If the portals closed, she was prepared to obtain her goals another way. A true Nazi, she is loyal not only to the ideology, but also to the insane cosmography to which it adheres. She is convinced Hans Hörbiger's "world ice theory" is actually a misinterpretation of the existence of many parallel Earths. In each, *Totenmeisterin* believes she is destined to play a central role. Likewise, she believes in each she meets Dr. Lowbeer (p.83) and their always-doomed romance serves as the catalyst to bring about the resolution of World War Two, which she sees as the climax of the war between the Aryans and those who would defile the world with their lesser presence.

> These other selves fight other World Wars across a time-space continuum in which universes float.

All of this is embodied in the Mythos. They created the Aryan race to bring about the next great age and the Thousand Year *Reich*. *Totenmeisterin* is insane. But, so is Dr. Lowbeer. He has seen too much and, at age 60, seen it for too long. As the adventure progresses, he becomes more and more unhinged until the team cannot separate him from their primary enemy. Both seek to do heinous things in the name of what they believe is right. The story touches on the themes of predestination, love, and radical ideology in the context of a pulp adventure set in America just prior to the outset of the war.

TOTENMEISTERIN'S PLAN

While she thought the portal between the two worlds would allow an entire Nazi/***Dust*** Axis army to take out America before the war began, she also realized trans-dimensional antics have a high probability of going awry. She concocted a backup plan drawing upon the knowledge she gained from both the ***Dust*** universe, the conclusion of the ***Achtung! Cthulhu*** World War Two, and the intelligence from other existences flooding her mind while she sleeps. These other selves fight other World Wars across a time-space continuum in which universes float, like icebergs upon the sea, occasionally colliding with one another and causing havoc.

In several of these universes, the Allies win the war by implementing the atomic bomb. *Totenmeisterin* projected herself astrally into the future of the ***Achtung! Cthulhu*** universe and gleaned intelligence from the post war world. Three men have the power to build the bomb—Leo Szilard, Edward Teller, and J. Robert Oppenheimer. These men are destined to work on the Manhattan Project in just a few short years. *Totenmeisterin* intends to get to them before they begin their research.

Her intent is to absorb their psyches into her own through an ancient ritual. Those she cannot capture, she will kill to derail the Americans from creating the bomb. In her travels, *Totenmeisterin* uncovered a Native American

ritual allowing priests to subsume the essences of those they killed. They took all the knowledge each victim possessed. *Totenmeisterin*'s research indicates the Mississippian Mound Builders practiced this ritual as part of a death cult. Located on the Mississippi, the city of Cahokia serves as the site for her planned ritual. Once she absorbs their minds, she plans to take a zeppelin to the Trinity test site.

Just after the Battle of Grover's Mill, she made contacts with agents of the Black Sun in Germany via a coded cable. They know her and are very eager to obtain the secrets of the atom. Germany's own program has stalled. The three fathers of the atomic bomb hold the knowledge necessary to make the Nazi A-bomb a horrible reality.

OVERVIEW

Episode One: Manhattan

The Office of Naval Intelligence brings the investigators back to New York City for debriefing. While there, their contact receives a report that there has been a break-in at one of their offices inside the Empire State Building. The robbery left two men and a secretary dead. It appears to be a professional job, but one conducted with great speed. It is not hard to tie it to the escaped Nazis.

Following this lead, the team investigates the crime scene and determines the missing information pertains to the three "fathers of the atomic bomb." While their names mean nothing to the team, Lowbeer knows all too well what these men go on to create. He comes from a future where those men, and he, attempted to fight the Nazis on American soil with the use of such fearsome weapons. By then, it was too late. ***Achtung! Cthulhu*** investigators from the future also know about the bomb.

Leo Szilard looks to be their first target, as he is currently in New York. Szilard is on the faculty of Columbia University, but he is not currently on campus. Instead, he is at the American Museum of Natural History. Also at the museum is a rare artefact found in the mounds of Cahokia in Illinois. It is a curious artefact that *Totenmeisterin* needs to get there during the Ice Age.

From the museum, they chase the Germans to the Statue of Liberty where a zeppelin waits to take Szilard away.

Episode Two: Washington D.C.

Totenmeisterin's next likely target is Edward Teller, who teaches at George Washington University. He is on campus at his residence there. At GWU, he is beginning experiments leading to the development of the Hydrogen Bomb.

When the team arrives at Teller's residence, the Germans are already there but Teller is not. He has been captured by a sect of the Freemasons who helped plan the layout of Washington D.C. in preparation for a ritual. The descendants of those Freemasons are going to use Teller as a tangential part of that ritual. The team has to beat the Nazis to the secret chambers beneath The Capitol where this sect hides. The investigators uncover a conspiracy going back to the birth of America, but have to let that lie as they pursue *Totenmeisterin* and Teller. During their time in the secret chambers beneath D.C., Lowbeer acquires a tome that sets his mind on an inexorable course with madness.

Episode Three: The City of Angels

Totenmeisterin's primary target is J. Robert Oppenheimer, the man who led the Manhattan Project. Oppenheimer is a professor at U.C. Berkeley and CalTech. He is in Los Angeles to visit his girlfriend, Jean Tatlock. Finding him proves to be difficult, as he has not told his colleges where he is staying. The team winds up using the services of a Chandler-esque detective. They have a brief brush with Hollywood and, finally, wind up fighting off the Nazis during a Hollywood premiere.

Totenmeisterin gets to Oppenheimer first, and the investigators attempt to save him at the Labrea Tar Pits. There, the Black Sun summons something from the pits and, in the ensuing combat, *Totenmeisterin* gets away with Oppenheimer.

Episode Four: Trinity

In just seven years, Oppenheimer and his team create the first atomic bomb in Los Alamos, New Mexico. This place, in nearly all the parallel realities *Totenmeisterin* has seen, is a soft, pliable, membrane between worlds. The atomic bomb's detonation in each world created a semi-permeable rift in the continuum. Bringing Oppenheimer here is a necessary part of the ritual. At least she believes so. Perhaps it is merely fate guiding her as the cosmos wants to bring the Trinity site and the man together despite her intended interruption. At Los Alamos, a blood rite is performed as the team arrives. *Totenmeisterin* breaks the membrane between worlds, expediting her journey to Cahokia. The team follows her through the portal.

Episode Five: Cahokia

Cahokia was once the Mississippian Mound Builder capital. They worshipped an aspect of Hatsur. *Totenmeisterin*'s men brought any previously captured scientists to the city to await her. The portal created in Episode Four brings everyone who enters it back to the Ice Age. Here, *Totenmeisterin* enacts her ritual. She is in the midst of it as the investigators arrive. The team hopefully stops the ritual from completion, but not before *Totenmeisterin* enacts part of the ritual. She may possess enough knowledge to make the bomb.

A zeppelin arrives to take her to back to the Trinity site where she hopes to return to 1938, and the investigators

find themselves stowing aboard. Meanwhile, Lowbeer is increasingly unstable, and the Nazis discover the investigators aboard the dirigible. A firefight ensues, and the zeppelin crashes in the cold tundra of Ice Age America.

A dangerous trek through that unforgiving terrain leads the investigators, again to Los Alamos—or at least where Los Alamos will be.

Episode Six: Two Ends of Time

A trek across an Ice Age landscape leads the team back to Los Alamos, where *Totenmeisterin* hopes to complete her plan.

Lowbeer casts a spell he found in D.C.—one that creates another hole in time and space. While he cannot access the world of ***Dust*** with this spell, it does allow travel along the same timeline one is presently in. Lowbeer transports everyone to July 15, 1945—the date and time of the first atomic blast. Only by killing himself, *Totenmeisterin*, and the team in such an irrevocable way can he prevent the destruction he knows to be inevitable. At least that is his theory. He is insane, but his course of action makes some sense. They arrive just in time to be consumed by the light of a thousand suns unless they can escape that fate. Lowbeer and *Totenmeisterin* disappear in a flash of light as the bomb detonates.

Lowbeer and *Totenmeisterin* are consumed as the investigators watch. He has penetrated the membrane again, to finally and irrevocably spread his and *Totenmeisterin*'s atoms throughout all worlds. They are united in death, the end of their peculiar love story. Unfortunately, the atomic blast stretched the membrane to its breaking point and the investigators finds themselves drawn once again into the time stream…

Assuming the team survived—and ideas are presented for this in the final episode—they find themselves back in the ***Achtung! Cthulhu*** reality. The war in Europe rages as does the war in the Pacific. The Americans created an entire agency based around the discoveries the investigators made possible. Home seems out of reach, but there is another war to fight here, one whose end is no longer certain. Lowbeer wiped himself and *Totenmeisterin* from the continuum. Anyone might win now. They are back in the fight they trained for. It is not their world, but they have reason to save it all the same.

If all of this is true and these events altered our past, then how can we know what our future holds?

Sally Armitage

CHAPTER 1

Plot Episodes

"The city seen from the Queensboro Bridge is always the city seen for the first time, in its first wild promise of all the mystery and beauty in the world."
- F. Scott Fitzgerald

EPISODE ONE: MANHATTAN

Scene One: The Office of Naval Intelligence

Founded in 1882, the Office of Naval Intelligence is one of America's primary sources of intel in 1938. The office often comes up against Hoover and the FBI, as Hoover has a near stranglehold on that bureau. Hoover's ego, and his own interpretation of what is good for America, put him at odds, for now, with other agencies. During World War Two, much of this rivalry is put aside.

The investigators are brought back from Grover's Mill to a nondescript floor in a skyscraper in Lower Manhattan. Lieutenant Commander Wesley Marsh, their liaison from the previous adventure, meets them there. Both the young Dr. Lowbeer and the old Dr. Lowbeer are present and bickering with each other. The two men are still tense around each other, and the older Lowbeer is constantly trying to convince his younger self to give up his scientific pursuits. The younger Lowbeer promises to be careful but will not back away from scientific discovery.

While the two are arguing, a clerk comes into the office and hands Marsh a telegram. He reads it and informs the team that one of ONI's offices in the Empire State Building has just been burglarized. The team may want to respond immediately. If so, Marsh tells them they technically have no authority to do so until they are properly debriefed. Only the Secretary of the Navy could give them the authority they need to start an investigation, and in the government, everything is a process time-taking process. As Marsh explains this, the Young Lowbeer leaves, evidently having lost the argument with his older self. Marsh shakes his head and lights a cigarette while contemplating two versions of one man in his office.

The ONI officer saw what happened at Grover's Mill. He has seen ***Dust*** technology and Cthulhu horrors. He is convinced the team offers the best, most immediate, solution to the problem. If the robbery is *Totenmeisterin*'s doing, the team is the most qualified to stop her. As Marsh is speaking to them, it is obvious he would like them to investigate the break-in but cannot specifically tell them to do so without violating orders. However, Marsh observed the investigators and *Totenmeisterin* during the Battle of Grover's Mill and he knows if the break-in is her work, they are the best equipped to stop her. A successful Fast Talk roll [Cth]/Persuasion test [Sav] will convince Marsh to escort the team to the site of the break-in as they "take a long detour" to the debriefing location. A critical success on the Fast Talk roll [Cth]/raise on the Persuasion test [Sav] will convince Marsh the group needs to keep its advanced equipment for the duration of the investigation.

When they arrive, they find not some of Hoover's boys.

LIEUTENANT COMMANDER WESLEY MARSH, AGE 35

Wesley Marsh is related to the infamous Innsmouth Marshes. He therefore possesses a secret, though it is unbeknownst to him. In his DNA runs some of the deep one hybrids which infested Innsmouth. Marsh knows something terrible went down there involving his kin but has not spoken of it to anyone. His last name is common enough to avoid suspicion.

Marsh graduated from Annapolis and quickly rose in the ranks. He is well liked by the Navy and by those in Washington. He and Hoover have been at odds on more than one

occasion. Marsh is, if the Keeper desires, a ticking clock. He has kin out there that know of him, and know the strange blood he carries. It is entirely possible these relatives could use this information to corrupt Marsh and turn him into a Mythos mole inside the Office of Naval Intelligence. That would be quite a coup for them indeed.

Marsh is no-nonsense military man who has seen enough in ONI to understand that things in this world are not always what they seem. He can tell there is a threat to the United States posed by *Totenmeisterin* and will support the team in any way he can. His skin is a bit colder and clammier than normal, but he shrugs it off by saying it runs in his family.

STR 15	**DEX** 11	**INT** 15	**CON** 14
SIZ 16	**APP** 9	**POW** 14	**EDU** 15
SAN 65	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Espionage 65%, Fieldcraft 45%, Handle Network 71%, Interpret Reports 65%, Make Hard Calls 68%, Swim 85%, Worry About Heritage 55%.

Language Skills: English (Own) 75%, Japanese 47%.

Weapons: *.45 Automatic* (Handgun) 55%, damage 1D10+2, atts 1, base range 15 yds.

Punch (Hand to Hand) 55%, damage 1D4+1D4, atts 1, base range Touch.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Boating d4, Fighting d6, Investigation d8, Knowledge (Battle) d6, Knowledge (Espionage) d6, Knowledge (Occult) d4, Knowledge (Naval History) d6, Notice d8, Persuasion d8, Shooting d6, Swimming d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 8.

Hindrances: Habit (Minor—Smokes Cigarettes), Loyal.

Edges: Academy Graduate, College Boy, Rank (Officer).

Gear: *Webley .38 Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

Special Abilities

- **Hardy:** Marsh seems normal on the surface, but there is enough of the deep one hybrid blood in him that he is hardier than most. If he is Shaken, a second Shaken result does not cause a wound.

Scene Two: The Empire State Building

Completed in 1933, the building is very new and very impressive. Its art deco architecture is part of the zeitgeist of the times. King Kong scaled this building on black and white screens all over the world. It is an iconic part of the skyline. When the team, Marsh, and Lowbeer arrive, they are blocked by FBI agents. Marsh and the agents have words. It is clear this is not the first time they have tangled. If an investigator wants to step in and try and smooth things over, a *Difficult* Fast Talk roll [Cth]/a Persuasion test (-2) [Sav] is needed to gain access.

Failing that, the FBI claims the scene is under their jurisdiction. Marsh points out that the three dead people inside were part of ONI. After an argument, Marsh pushes his way past them and the FBI agents do not stop him. Throughout the investigation, the FBI is condescending toward the investigators.

Dust Weapons & Armour in America

The investigators have, in the past adventure, been equipped with ***Dust*** armour, weapons and walkers. That is going to stand out in *Destroyer of Worlds* just as it did in the New York episode of *Perchance to Dream*. What this means is, they cannot expect to run around with assault rifles, battle armour and strange uniforms without attracting unwanted attention. The walkers have all been confiscated by the Army for study. It is possible that the team's personal weapons were too. That is up to the Keeper, but it is likely the Army would want to study these new weapons as well.

All this may leave them without the advantage of having ***Dust*** technology at their disposal. But they are Rangers, and the ONI equip them with weapons as necessary. They are not likely to issue more than Thompson sub-machine guns, and those have to be concealed as the team moves around the country. If they ask for heavier equipment, they need to find a way to keep it hidden. Alternatively, the Keeper may allow them to keep all of their equipment. After all, this is a huge threat they are going after.

Marsh certainly knows the advantage of having such heavy weapons, and he might be able to arrange for the return of most of the team's ***Dust*** equipment. In any event, the team cannot openly carry these around such cities as New York, Washington D.C. and Los Angeles. People are going to notice, and someone is going to call the police. This adventure has plenty of combat, but America is not yet a part of the Secret War—at least not that they know of. That is all about to change thanks to the investigators.

Because *Totenmeisterin* was in quite a hurry, the Nazis have not covered their tracks. Shell casings belonging to German weapons are evident. Three bodies are in the office—one secretary, one officer, and one uniformed guard. It looks like the guard went for his weapon but was cut down by enemy fire. A thick wooden door has been reduced to splinters by what the investigators can tell is *Totenmeisterin*'s fist, and there are no signs of explosives. Inside the room behind the door are file cabinets. It looks like the Nazis tried to start a fire, but the fire was put out by Empire State Building staff—no one wants a fire in a skyscraper.

The team is probably not trained to investigate such matters, but Marsh is. Lowbeer, too, has a natural perceptive ability. Anything the investigators cannot discover on their own can easily be divulged by "discoveries" the NPCs make when they are present in a scene.

Here, a successful Spot Hidden roll [Cth]/Investigate [Sav] test will allow an investigator to deduce what files are missing. The missing files are the current dossiers for three men—Leo Szilard, Edward Teller and J. Robert Oppenheimer. Dr. Lowbeer knows these men from the conquest of America he experienced. As an academic, he also met some of them before the war. While the players no doubt recognize at least Oppenheimer's name, the investigators do not. They might be elite soldiers, but they do not have access to secrets like the Manhattan Project. Lowbeer can fill in the details. This way, the investigators can use their knowledge of real world events.

There are not any other clues to be found. Marsh has access to backups of these files in Washington D.C. A telephone call—and some sifting by a secretary—gives each scientist's location. Szilard is in New York, currently at The Natural History Museum in the evenings and working at Columbia University during the day. He is conducting research on the composition of a meteorite.

The connections between worlds are far more complicated and all but inscrutable to the human mind.

Scene Three: The Natural History Museum

The Natural History Museum was founded in 1869. It contains a magnificent collection of artefacts and specimens that will, one day, rival the British Museum in London. Leo Szilard is studying the composition of a meteorite at the museum. This particular meteorite contains graphite, which the Nazis are presently using in their chain reaction experiments. Szilard is on the same track and wants to see this sample. He and Enrico Fermi will soon conduct an experiment at Columbia proving chain reactions can be used for nuclear weapons.

Cahokia Artefact

This medallion is in the shape of The Yellow Sign of Hatsur. A successful Cthulhu Mythos roll [Cth]/ Knowledge (Mythos) test [Sav] identifies this. If the investigators cannot identify it, they have the library of the museum to work with. They are likely somewhat out of their element but now is a good time for them to start picking up some investigator skills.

The item is an artefact of a vanished and forgotten culture originating in North America. The artefact was found in Cahokia. Its purpose is to serve as a kind of crowbar between timescapes. If there is a tear, such as at the site of the Trinity test, this item will pry it open further so it can be used. *Totenmeisterin* also believes the item links this world's Oppenheimer with the others, thus preventing him from creating the bomb in any world when she kills him. She is incorrect in this assessment. The connections between worlds are far more complicated and all but inscrutable to the human mind. It is a four dimensional problem, humans can only see in three dimensions.

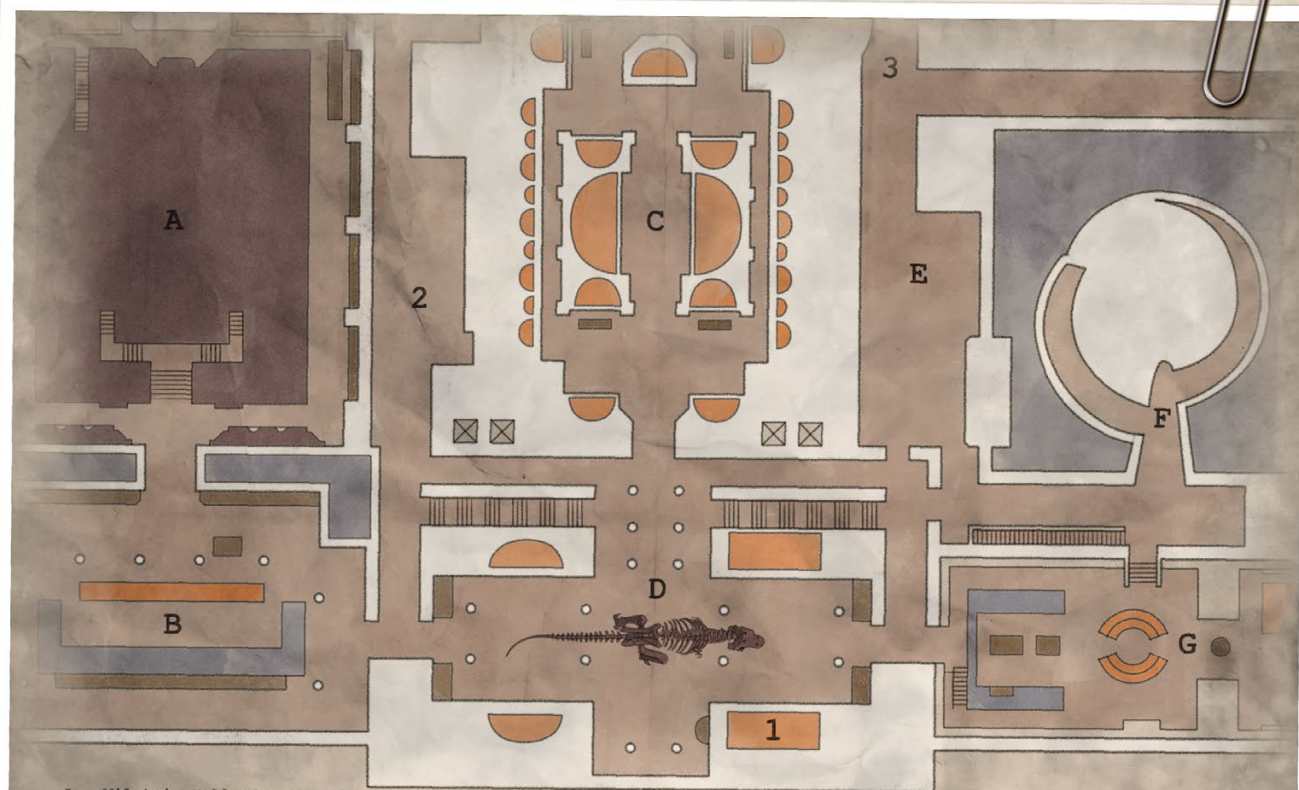
Within the museum is also a medallion carved millennia ago from a meteorite. *Totenmeisterin* wants it to help her pierce space-time in Episode Four: Trinity (p.110). This is not merely convenience; events are accreting around both Lowbeer and *Totenmeisterin*. They both disturbed the natural order of things and the cosmos, perhaps even the Elder Gods, are exerting energy to realign them.

GETTING IN

Totenmeisterin's men break in to the museum after dark. They are easily able to bypass the alarms. This is 1938, and much of the security depends on watchmen. These watchmen are no match for trained soldiers of the *Reich*. They no doubt scouted the perimeter prior to entering the museum. A successful *Difficult* Spot Hidden roll [Cth]/Notice test (-2) [Sav] check will allow an investigator to spot one of the windows left open after the Black Sun agents entered.

The team is free to enter any way they see fit. If the Keeper wishes to use this entrance, but the investigators fail their roll, Lowbeer can spot the gap in the window.

RESEARCH AREA & OFFICES

This is where the real work at the museum takes place. While the exhibits above draw the public, it is in the basement that artefacts and specimens are catalogued and identified. Down here somewhere is Leo Szilard. He has come after hours as he spends much of his time at Columbia. Also, he likes to be in relative quiet. Thus far, he has found nothing unusual about the graphite in the meteorite, but he wants to be thorough.

Szilard is located in a lab about two hundred metres from where the Black Sun came in. They do not know exactly where he is located so a search is underway. While those men search for him, an alarm bell rings upstairs. This is set off when the glass is broken on the case holding the Yellow Sign. The Black Sun agents quickly silence the alarm. It is simply a bell clanging loudly to alert the watchmen. After the alarm ceases, a few gunshots ring out. No one outside the museum is likely to hear them.

The team has two choices, continue to prowl the basement or investigate what just happened above. Most likely heading toward the action, but doing so leaves Szilard exposed. He heard the alarm and gunshots and comes out of his office. Unfortunately, that is right about where the Black Sun search party is. They nab him quickly if no one intervenes. The investigators get another chance to recover Szilard as the agents pile him into a waiting car later. The search party consists of four Black Sun Soldiers (*Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.32)

UPSTAIRS AT THE ROTUNDA

The gunshots lead the team upstairs. There, they find the four Black Sun Soldiers (*Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.32) making their way through the rotunda. A shootout takes place in this main entry area. A giant mastodon made of plaster is featured centrally along with dinosaur skeletons. The rotunda rises three levels, each with balconies looking down on the main floor below.

Various objects offer cover. If the investigators have Szilard, the Nazis shoot at him. They are directed to kill Szilard if they cannot secure him. If the Nazis have Szilard, he is being ushered out the main doors as the firefight takes place. The Nazis do not engage haphazardly. They still have MP-40s and lay down covering fire to assist hustling Szilard out. Szilard shouts for help, if he has not yet been gagged. That is up to the Keeper.

THE GETAWAY

The most dramatic way this scene can unfold is for the Nazis to nab Szilard and successfully get him into one of the waiting cars outside. There are two cars in total. The Back Sun stole both of them. If the Black Sun does not have Szilard, the investigators might not give chase. That is up to them. *Totenmeisterin* is not present, so they may wish to see where chasing the bad guys leads them. The rest of this episode assumes that the Nazis have Szilard. If they do not, the investigators may still chase them to the Statue of Liberty.

The surviving Nazis pile into the two cars—both 1930s era Fords. The two cars speed away as the team exits the building. The investigators may have arrived with transportation or may have to commandeer a vehicle. In this case, there are cabs available.

The route from the museum leads from Central Park West to Upper New York Bay. From there, the Nazis take a boat, secured by another of their group, to Liberty Island where the statue and *Totenmeisterin* are waiting.

There are two chase sequences in a row here. The first involves the cars, the second the boat. The team has to commandeer a boat in order to get out to the island or give chase. The boat carrying the Nazis is not fast, and neither is anything else available. The Keeper may decide what boats are present and is free to change them.

As they approach the island, they see Lady Liberty in all her glory. Her torch burns and spotlights illuminate her. Through thick clouds, they see a zeppelin descending. All this is sure to attract attention, but the police are going to take some time getting a patrol boat to the island.

For both the car and the boat chase, refer to the movement rules on pp.51-52 of the ***Call of Cthulhu, Sixth Edition*** [Cth]/the chase rules in the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules** [Sav].

Scene Four: The Statue of Liberty

This episode's finale takes place in one of the most iconic American monuments—the Statue of Liberty. A gift from the French during the 19th Century, the National Park Service handles the administration of the statue and island. The Black Sun has easily taken out the few guards they provided and secured the tiny island for escape.

The Germans take Szilard inside the base of the statue and up the long stairwell to the torch. From here, tourists can look out over the city—it is quite a sight. Tonight, however, it is the massive German zeppelin that catches everyone's attention. A rope ladder is tossed from the zeppelin. One of the Germans who speaks English says, in his thick, villainous accent—"Climb, Doctor, or we throw you below." Szilard complies.

It is up to the investigators to get Szilard before he is too far up the rope. *Totenmeisterin*, who is aboard the zeppelin, leaves everyone else behind. That is why Szilard is going up the ladder first. The Germans attempt to waylay the group inside the torch. This may turn into hand-to-hand, as quarters are close. Pushing people out the window is difficult, but possible, for purposes of pulp adventure.

As soon as Szilard is aboard, the zeppelin leaves. If the investigators rescue him, the zeppelin leaves as well. *Totenmeisterin* still has two men to go after. However, if Szilard is not going to make it, but is on the rope ladder, she cuts it to kill him. The investigators have to act very fast to prevent this from happening. If one of the investigators wants to try and catch him as he falls, it takes successful *Difficult* Dexterity and Strength rolls [Cth]/ Agility test (-2), followed by a Strength test (-2) [Sav] to stop him from plummeting to his death.

WHEN IT IS OVER

The team has hopefully rescued Szilard. If not, that could alter the future of the Manhattan Project as Szilard approached Einstein to write the letter to President Roosevelt [see sidebar]. The Keeper is free to run with any outcome. These events only happen when the two worlds cross. In the official timeline for ***Achtung! Cthulhu***, they never do.

Szilard is very grateful. Their best course of action is to turn him over to the protection of Lt. Cmdr. Marsh and the Office of Naval Intelligence. The scientist has a security detail from now on.

LEO SZILARD, AGE 40

Szilard is a Hungarian born Jew who came to America at the invitation of Columbia University. He worked with Enrico Fermi there. Szilard first conceived of the nuclear chain reaction in 1933.

By the late 1930s, he heard that German scientists had successfully experimented in nuclear fission. Szilard determined that uranium was the likely element to best produce this. He also realized their experiments with graphite to control the chain reaction were a good idea. Fortunately, for history, the German's use of graphite did not work, though the graphite would be used successfully by the Americans.

Szilard is a man of conscious. In 1939, he approaches Albert Einstein with the dire plea to write a letter to President Roosevelt. The Germans are working on their own atomic bomb, and the Americans have to beat them to it, or the coming war will be lost. Szilard writes the letter and Einstein agrees to sign it. With Einstein's name on the letter, it cannot be ignored. Roosevelt begins the Manhattan Project as a direct result of Szilard and Einstein's letter. Without Szilard, the U.S. may not have started atomic bomb research until much later, possibly too late.

A round-faced man with plump cheeks, and wild hair he goes to some lengths to control. His rotund frame and forgettable features would be easy to overlook but for his fierce intellect, which shines through in any discussion.

STR 11	**DEX** 13	**INT** 17	**CON** 13
SIZ 13	**APP** 10	**POW** 14	**EDU** 17
SAN 70	**Hit Points:** 13		

Damage Bonus: none.

Skills: Astronomy 25%, Biology 40%, Chemistry 60%, Credit Rating 45%, Dodge 55%, Electrical Repair 30%, Physics 80%.

Language Skills: Hungarian (Own) 85%, Hebrew 40%, English 40%.

The Letters of Macha Oten #1

February 13, 1932

Dear Hanz,

It has been too long since I've written you. Berlin is swept up in great things. The National Socialists represent real change. For too long have our Aryan roots been ground down by our lessors. No more. There are things stirring here, things which have been part of a vast paradigm across the ages. Ha, I sound like the other girls in the Vril Society. You would chastise me now, as I always get ahead of myself.

Think of the Bayeux Tapestry. Do you remember when father took us to see it? Ah, how the English venerate their defeats. Another comes for them soon, my brother. But I digress again. Picture that tapestry in your mind, except it does not show the Norman conquest of the Saxons. Instead, it shows the very history of our world. It is not as we have been led to believe. I am in contact with other voices, other… powers. They exist beyond space and time in a place called Aldebaran.

They are powerful entities and have guided our existence since our inception. You know how I dream, dear bother. You know how my dreams have come true. Our dear mother knows only too well how my dreams come true. If only she had heeded my warning. But, no, I do not mean to bring that up again.

The dreams were never mine, you see. They were always imparted to me from these other beings, these Vrill. I should not name them for you. You are not in our circle, and yet our bond of blood is strong, for we are twins after all. Berlin, Germany, the Führer—these are people and places that will resound through the tapestry to come. I shall be on that tapestry. My name, our name, Oten, will echo down through the ages.

The races of the world have squandered the gifts these beings gave us. It is up to the German people to reclaim them, to make us one with those above. Oh, Hanz, the cosmos is deeper and stranger than we ever imagined. I have projected myself out beyond the stars. There lie other worlds, other planets like our own. Something is happening here, Hanz. Father would call it a "return of my madness." It is not. These things are real.

I wish you were here to see it. Soon enough. Soon enough.

Your loving sister,
Macha

Weapons: *Punch* (Punch) 30%, damage 1D4, atts 1, base range Touch.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6.

Skills: Driving d4, Knowledge (Biology) d6, Knowledge (Chemistry) d8, Knowledge (Nuclear Physics) d10, Notice d10.

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 8.

Hindrances: Pacifist (Minor).

Edges: Scholar (Biology, Nuclear Physics).

Gear: Research ledger.

NAZIS WALKING AROUND OUR OWN CAPITOL?!

— SGT. CARTER

EPISODE TWO: WASHINGTON D.C.

This is the nation's capital, designed with neoclassical architecture harkening back to Greece, among the first democracies known to man. Monuments and statues are everywhere, from the Washington Monument in the shape of an Egyptian obelisk to the Capitol building itself. They are lit up at night and sterling white during the day. They also form part of an intricate series of symbols coded into the design of the streets.

Washington, indeed America herself, was greatly influenced by Freemasonry. Many of the signers of the Declaration of Independence were Freemasons. Much conjecture and conspiracy theory have since surrounded their role in planning Washington and America's course in general.

While none of these conspiracy ideas are likely to be true, George Washington and many founding fathers were

Freemasons. This gives enough historical legitimacy to the Freemason conspiracy idea to add to the breadth of the many cults and secret societies found in the world of ***Achtung! Cthulhu.***

First though, the investigators are merely looking for Edward Teller.

Scene One: George Washington University

One of the premier universities in America, George Washington University was founded in 1821 and originally called the "Columbian College in the District of Columbia". The name changed to "George Washington University" in 1904 to honour the first president of the United States. Columbia is, whenever it appears, is a poetic name for America, and the female personification of its ideals. This ties into the Freemason sect found later in the episode.

They are looking for the residence of Edward Teller, who resides on campus. When they get to the house, they find it has already been broken into. The door is closed, but it has clearly been forced. If one of the investigators looks around, a success on a Spot Hidden roll [Cth]/Notice test [Sav] will discover the door was broken open hurriedly with a pry bar. A Critical success on a Spot Hidden roll [Cth]/raise on a Notice test [Sav] will spot the Germans rooting through the house inside and allow the investigators to get a surprise round against them.

Inside, the Germans already arrived and just finished searching the house. The two groups are likely to get into a firefight. The Germans assume the investigators got Teller first. The shootout in the house also raises police sirens after five rounds. The team may, if they win the combat, use Marsh to get them out of trouble with the police. This slows them down considerably though. The German kidnappers consist of four Black Sun Soldiers (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.32).

A matchbook was dropped by a member of the sect, and will be found by the investigator with the highest successful Luck roll [Cth]/best Spirit test [Sav]. The matchbook is embossed with a square and compass style design and says, Club Columbia. The address is in the city off the National Mall.

The Germans flee if they realise they are outnumbered. They likewise flee when they realise the team does not have Teller. If the investigators choose to search the area, rather than chase the Germans, a success on a Spot Hidden roll [Cth]/Notice test [Sav] does not turn up anything new.

The Germans pile into a Studebaker and take off. If the investigators give chase, the car heads for the flophouse the Germans are using as a safe house. If the investigators give chase, refer to the movement rules on pp.51-52 of the ***Call of Cthulhu, Sixth Edition*** [Cth]/the chase rules in the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules** [Sav]. The flophouse is sleazy and not at all safe, but this entire operation is being carried out in improvisational style. *Totenmeisterin* is already on her way to Los Angeles via train. The zeppelin dropped her off elsewhere along the coast once far away from New York. The zeppelin cannot make the journey across the U.S. without being seen, and intercepted, by the U.S. Army Air Corps.

THE FLOPHOUSE

If the team chased the Germans, or somehow trail them, they find the flophouse the Black Sun is renting by the night. The plan was to get Teller, and take him south to rendezvous with the zeppelin when it dropped off *Totenmeisterin*. The captured scientists would then be transported to Cahokia.

Inside the flophouse, the investigators find a decoded cable from the Black Sun in Germany. It describes a ritual and the planned abduction of Oppenheimer in Los Angeles. They may start looking for him at CalTech where he is teaching this semester, see Episode Three: Los Angeles (p.104). Any firefight that takes place here alerts police, but the response time in this dodgy neighbourhood gives the team ample time to ransack the room. A travel guide to Illinois is also present.

If they do not give chase, the Keeper may place these clues on dead or captured German agents.

They are powerful entities and have guided our existence since our inception.

Scene Two: Club Columbia

Club Columbia is a gentleman's club along the National Mall. It is not the sort of gentleman's club prevalent today, but a place to drink fine brandy from snifters and smoke cigars. It is a place for the elite of Washington. The decor is very tasteful with oak panels on the walls and old paintings showing iconic moments in American History. They also depict artist's renderings of the Temple of Solomon and The Sphinx. The investigators are not members and are not allowed in the club. If an investigator wants to try and bluff their way in, a Critical success on a Fast Talk roll [Cth]/Persuasion test (-6) [Sav] is needed to gain access.

Failing that, the team has options here. They can stake out the club and look for suspicious characters. They can enter at night and explore, or they can try to force their way inside. The doorman is powerfully built man who looks like he can handle himself.

If they enter when the club is closed, they must tangle with two guards who are more than hired night watchmen, these are novices in the cult known as Columbia—the Freemason sect which abducted Teller.

DOORMAN AT THE COLOMBIA CLUB, AGE 24

A tough looking man who has been rough and tumble. He is used to keeping people out of the Club unless they have proper credentials and not afraid to let his fists do the talking. He carries a pistol, but would prefer not to use it and if people start shooting he is not afraid to leave his post and call the police.

STR 14	**DEX** 14	**INT** 14	**CON** 14
SIZ 12	**APP** 09	**POW** 10	**EDU** 12
SAN 50	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Bargain 45%, Dodge 43%, Fast Talk 40%, Listen 55%, Spot Hidden 55%.

Language Skills: English (Own) 60%.

Weapons: *Punch* (Punch) 50%, damage 1D4+1D4, atts 1, base range Touch.

Webley .38 Service Revolver (Pistol) 45%, damage 1D10, atts 2, base range 15 yds.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10.

Skills: Fighting d12, Intimidation d8, Notice d8, Shooting d6, Taunt d8.

Charisma: -2; **Pace:** 6; **Parry:** 10; **Toughness:** 8; **Sanity:** 8.

Hindrances: Mean.

Edges: Alertness, Brawny, Brawler, Bruiser, Improved Block, Strong-Willed.

Gear: *Webley .38 Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

COLUMBIA NOVICES, AGE 20-ISH

Looking more like privileged college students with their expensive blazers and well-manicured hands and hair, these men are dangerous, but new enough to the cult that they know little of its workings or goals.

STR 12	**DEX** 12	**INT** 14	**CON** 10
SIZ 11	**APP** 14	**POW** 14	**EDU** 15
SAN 70	**Hit Points:** 10		

Damage Bonus: none.

Skills: Credit Rating 55%, Dodge 30%, Discuss Plato's 'The Republic' 50%, Know Everybody 41%, Masonic Lore 35%, Sneak 45%.

Language Skills: English (Own) 75%, Ancient Greek 57%.

Weapons: *Wrestle* (Grapple) 45%, Special, atts 1, base range Touch.

Webley .38 Service Revolver (Pistol) 45%, damage 1D10, atts 2, base range 15 yds.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Taunt d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 8.

Hindrances: Overconfident, Vow (Major—Serve Columbia).

Edges: Dodge, Marksman.

Gear: *Webley .38 Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

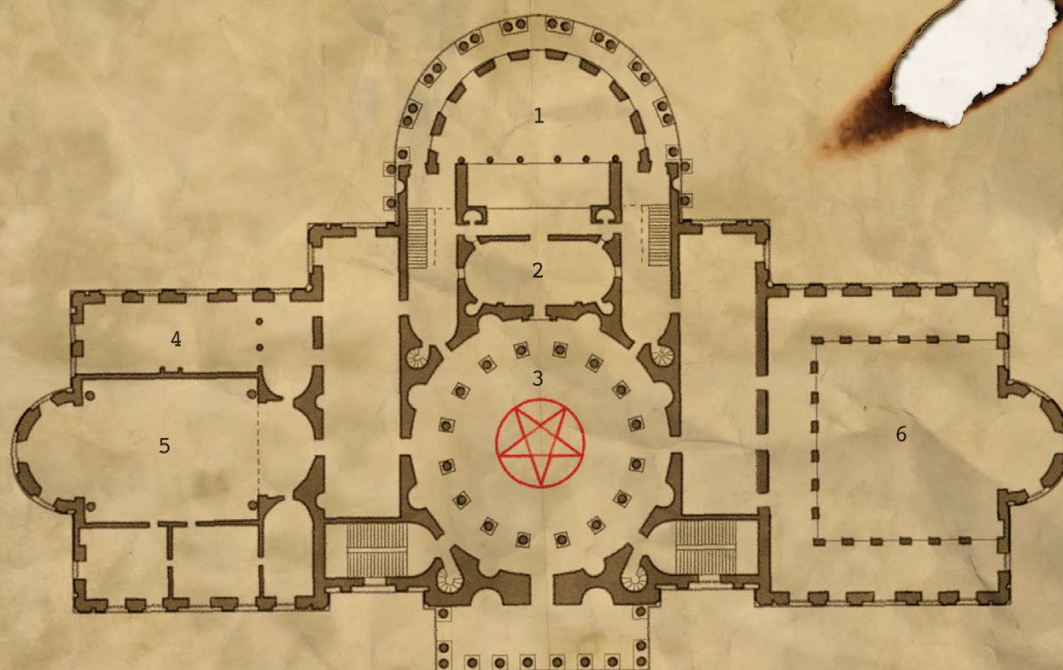
The Freemasons & Washington

The Freemasons imposed a strict design on the District of Columbia. Every street and monument was designed to form crossed compass and squares, which, in turn, form a giant pentagram. This pentagram was designed for a ritual all but forgotten by the highest 33rd Degree Freemasons who are also members of Columbia.

The tunnels were built in the early 1800s by members of the Freemasons as part of a long range plan to connect Washington's ley lines together and allow Masons to move stealthily. Many of the old tunnels have been sealed off but, if those walls were broken through, they would lead to such places as the Washington Monument and the White House.

The club itself has a secret entrance leading to the tunnel complex worming its way under D.C. This network was built in secret by the Freemasons during the construction of Washington. It is a purposeful labyrinth that is very hard to navigate. A successful Spot Hidden roll at half [Cth]/Notice test (-2) [Sav] locates the entrance concealed in a wardrobe closet.

The two novices know that Teller was brought here. They did not ask who he was, but recognise a picture or description if properly motivated. The investigators are on the right trail. In the back of the club is a library. Lowbeer explores that and takes a tome written in Latin. It is a copy of a text written by a pre-Minoan culture describing, and mapping, the labyrinth of the legendary Minotaur. The map allows them to navigate the maze below.

Without the map, a successful Luck roll (guessing the correct turn) or Spot Hidden roll (finding footprints, a scrap of paper, etc.) [Cth]/Notice or Tracking tests [Sav] are needed to find their way through the maze. The investigator

with the highest skill among those listed should make the rolls. A total of six successful rolls are needed to get to the centre of the maze where the secret door leads right into The Capitol.

Scene Three: The Secret Library

While wandering the labyrinth, the investigators come across a secret library. This library is one of many hidden away under Washington. Parts of it are also distributed above ground in The Smithsonian, private libraries and even the Library of Congress. Just how far the Columbia conspiracy goes is unclear to the investigators.

This library is a large room filled with dusty, cobwebbed bookcases. The door is locked, but old. Along the shelves are texts in a variety of languages. Lowbeer begins scanning the spines as if he knows what he is looking for. He does, he wants a particular spell. When he finds the tome he is looking for, he plucks it from the shelf, shuffles through the pages, and reads the page he needs. His photographic memory allows him to recall the spell without the book.

If asked what he is doing, he states, "Looking for something to help us find *Totenmeisterin*." He is lying. The spell he wants is a time-space portal. He has already begun to formulate a plan that, if successful, erases both he and *Totenmeisterin* from existence. They may press him if they wish, but he is not going to tell them the truth. He has not yet decided if their existences need to be wiped out as well.

The book the spell appears in is a treatise on alchemy written by John Dee. It is interesting, but otherwise unremarkable. It contains pictures representing the union of man and woman and whole sections on the dualistic division and union it represents. This division is something Lowbeer has been ruminating upon. He believes if he destroys the two aspects paramount in this crossworld event, he can undo all that is happened.

There is nothing remarkable in the library other than the specific book Lowbeer finds. Searching it for any length of time reveals a number of interesting occult and scientific treatises, but no specific tomes or spells.

Lies upon secrets upon conspiracies.

-R.D.

Scene Four: The Capitol

The secret doorway found at the end of their journey in the last section leads to the Capitol Building. It comes in beneath a cloakroom. Voices, chants really, come from the main floor of the Capitol. This chamber was designed with a curious resonance that allows someone to whisper on one side of the room and be heard in an exact spot on the other side. The Capitol lies at the intersection of the four quadrants of the city. This is no accident.

What is happening in this scene when the team arrives depends on how they navigated the tunnels. Columbia is there before everyone, but they were not expecting trouble and are only armed with pistols. If the investigators used the map, or made the necessary rolls consecutively, they get there before the Nazis do. The Germans enter the tunnel from a private residence *Totenmeisterin* directed them to via clairvoyance. If they failed one roll without using the map, they arrive with the Nazis waiting for them, but combat has not started between the Nazis and Columbia. If the team failed three or more rolls, the Nazis have driven off the Columbia cultists and are leaving with an unconscious Teller.

In the centre of the Capitol is the Rotunda, a 180 foot high domed room 96 feet in diameter. The neoclassical design is breath-taking. Tonight, candles form a pentagram on the floor. In the centre of this is Edward Teller. Ten members of Columbia are present. They do not wish to kill Teller, but infuse him with an aspect of the god they know as Columbia, but it is actually an Elder God. The Rotunda serves as a foci to direct this aspect into Teller. If the ritual is happening when the investigators arrive, moonlight is focused through a narrow window atop the dome into a ray that beams directly into Teller's mouth. He seems powerless to close his mouth. This is just one part of a ritual stretching over centuries. The full scope and impact of Columbia is not herein detailed. Observing the ritual for more than one round causes 1d6 SAN loss [Cth]/ Nausea (-1) check [Sav] as Teller screams helplessly.

The cultists do not fight. They fear exposure more than losing Teller. Teller is merely one part of an elaborate plan and a tangential one at that. Columbia has been planning a massive ritual and power grab for a very long time. They can wait for another time, and another receptacle, to use as a mole in the sciences. How much, or how little, of this the Keeper reveals to the investigator through interrogation, clues, or books in the library is dependent on the curiosity and concern of the group.

FIREFIGHT IN THE CAPITOL

Columbia is the catalyst that brings the team here, but they are not the main enemy—that is still the Black Sun. The Black Sun attackers (four Black Sun Soldiers, *Achtung!*

Cthulhu: the Keeper's Guide to the Secret War, p.32) have one Black Sun Canon (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.92) with them who has been kept in reserve. The goal is Teller. Remember, the Black Sun wants Teller, but they would rather kill him than let him contribute to the Manhattan Project. These men only know that he must be captured or die, not why.

COLUMBIA CULTISTS, MASTERS OF THE UNION, AGE 30s

Hidden by cowls and robes, these men plan more for the strategic and long term than the immediate ritual. Columbia has time and resources on its side. As soon as fighting starts they will retreat and regroup for another day.

STR 12	**DEX** 12	**INT** 14	**CON** 10
SIZ 11	**APP** 14	**POW** 14	**EDU** 15
SAN 70	**Hit Points:** 10		

Damage Bonus: none.

Skills: Credit Rating 75%, Cthulhu Mythos 7%, Dodge 30%, Discuss Plato's 'The Republic' 75%, Shape the Nation 55%, Masonic Lore 65%.

Language Skills: English (Own) 75%, Ancient Greek 57%.

Weapons: *Wrestle* (Grapple) 45%, Special, atts 1, base range Touch.

Webley .38 Service Revolver (Pistol) 60%, damage 1D10, atts 2, base range 15 yds.

Spells: one of their number knows Shrivelling.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Occult) d6, Knowledge (Mythos) d4, Notice d8, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6

Hindrances: Cautious, Vow (Major—Serve Columbia)

Edges: Level-Headed, Marksman

Gear: *Webley .38 Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver)

Spells: one of their number knows *shrivelling*.

EDWARD TELLER, FATHER OF THE HYDROGEN BOMB, AGE 30

Teller is a Hungarian born American theoretical physicist. He is known as "the father of the hydrogen bomb" as opposed to the "father of the atomic bomb." He works on the Manhattan Project with Szilard and Oppenheimer but later gives controversial testimony at Oppenheimer's security clearance hearing which contributes to Oppenheimer being a labelled a communist.

The Letters of Macha Oten #2

AUGUST 13, 1938
TO: REICHSFÜHRER HEINRICH HIMMLER
FROM: MACHA OTEN "TOTENMIESTERIN"

REICHSFÜHRER,

I HAVE MADE CONTACT WITH THE OTHER WORLD. IN THIS DREAMLAND I HAVE MET A MAN WHO COMES FROM THAT WORLD, A NATIVE. HE IS ONE DR. LEOPOLD LOWBEER, A SCIENTIST. THERE ARE STRANGE THINGS AFOOT IN HIS WORLD, DARK CREATURES MANIPULATE THE EARTH FROM THE DARK AEONS OF SPACE. SOME LIE SLUMBERING IN THEIR SEAS. I DO NOT BELIEVE ANY OF THESE ARE THE VRILL.

YET THEIR WORLD POSSESSES POWER OURS DOES NOT. THERE IS A MAGIC THERE, GATEWAYS AND SPELLS AND SUMMONINGS THAT TAP INTO THE ELDRITCH POWER OF THESE BEINGS. THE "MYTHOS" THEY CALL IT. I HAVE BEEN IN CONTACT WITH HIM FOR A FEW WEEKS. HE HAS IDEAS, IDEAS THAT MAY ALLOW HIM TO OPEN A PHYSICAL PORTAL BETWEEN HIS WORLD AND THESE DREAMLANDS. THE IMPLICATIONS OF THIS ARE ASTOUNDING. SURELY THE VRILL POSSESSED THIS TECHNOLOGY AS WELL. PERHAPS THEY, TOO, CROSSED OVER.

AS YOU HAVE ASKED, I MADE CONTACT WITH THE AXIS POWERS THERE AS WELL. I AM ONLY ABLE TO VISIT THEM IN DREAMS, BUT KNOW FROM OUR LIMITED CONVERSATIONS THAT THEIR FÜHRER TAKES THE SAME PATH AS OURS. IF WE COULD UNITE, OUR FORCES WOULD BE UNSTOPPABLE. I AWAIT YOUR ORDERS AND SMILE TO THINK OF YOU IN THE COLD FALL AIR OUTSIDE WEWELSBURG. YOU WILL MAKE IT RISE AGAIN.

I SUSPECT ANOTHER VERSION OF DR. LOWBEER EXISTS HERE. PERHAPS WE SHOULD INVESTIGATE THAT STRANGE POSSIBILITY?

YOUR MACHA

The Letters of Macha Oten #3

August 13, 1938

Dear Hanz,

I cannot yet come to accept your decision to leave the Fatherland in its hour of need. These are great times, and great men are made of them. You lack the convictions of our father. It is merciful he did not live to see his sire flee to America.

Still, you are my brother and, though I should, I do not wish you ill. When The Führer has conquered Europe, his attention will turn towards America. There is no nation that can escape the predestined right of the German people.

I write to you only because I know no one else will ever see this. I write to you only because you have fled to America. There is no one there who would be interested in my missive. I am in love, Hanz. I did not mean for it to happen. He is not even properly German, though his mother was. He is an Englishman of all things, a scientist and our worlds are divided in ways I cannot possibly explain to you.

Mine is the Will, Hanz. The one made whole by gazing into its own Abyss. Perhaps a perversion of Nietzsche, but then he did feud with Wagner. Who can dispute Wagner's genius?

The people we subjugate, we do so for the sake of the entire race. We are their leaders. It is our destiny. I realize now I have my own as well. Leo, that is my lover's name, and I have world-lines inextricably intertwined. The great icebergs which float through space are entire worlds. They are other realities. He and I are at the centre of them all, as is The Führer. I am not mad, Hanz. You had no role to play in the world to come. I pity you. It will be something to see.

Your sister,
Macha

Edward Teller is a Hungarian Jew with soft, friendly-looking features, and an easy smile. His dark hair is neatly combed with a side part.

Cth

STR 14 **DEX** 12 **INT** 17 **CON** 11
SIZ 13 **APP** 10 **POW** 15 **EDU** 17
SAN 75 **Hit Points:** 13

Damage Bonus: none.

Skills: Astronomy 25%, Chemistry 30%, Credit Rating 45%, Dodge 55%, Electrical Repair 30%, Physics 80%.

Language Skills: Hungarian (Own) 85%, English 45%.

Weapons: *.32 Revolver* (Pistol) 40%, damage 1D8.

Sav **Attributes:** Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6.

Skills: Fighting d4, Intimidation d6, Knowledge (Mathematics) d12, Knowledge (Molecular Physics) d10, Knowledge (Nuclear Physics) d10, Notice d8, Taunt d6 .

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 2; **Sanity:** 2.

Hindrances: Quirk (Volatile Personality), Vengeful (Minor).

Edges: Scholar (Mathematics, Nuclear Physics).

Gear: *Research gear.*

Ending Episode Two

Hopefully Teller has been saved. He can be turned over to the ONI like Szilard was. If they have the telegram found either in the flophouse or on one of the Black Sun agents, they know that Oppenheimer is in Los Angeles, not at CalTech.

The investigators need to make a cross-country journey to Los Angeles to find Oppenheimer. He is with his lover and not easily located.

EPISODE THREE: THE CITY OF ANGELS

Scene One: Los Angeles

Los Angeles in the 1930s is a combination of Depression economics, Hollywood and the noir starting to come out of both film and literature. This version of Los Angeles leans heavily on the noir, concocting a heady brew of celebrity, femme fatales and Cthulhu Mythos. A German director, sympathetic to the Nazi cause, and immersed in the Mythos underworld, assists the Black Sun by alerting them to the whereabouts of Oppenheimer—at a premiere of the director's movie.

EXPLORING LOS ANGELES

Los Angeles is not properly a city in 1938. It is a collection of smaller towns trying to be a city, but it is rapidly growing boomtown.

The investigators probably have not been here before unless they are playing custom investigators. If so, they have a general idea of the geography. It is entirely possible that they visit CalTech first. There, they find someone who tells them Oppenheimer went off to Los Angeles to see his girl. The professor says this with a wink.

Once in Los Angeles, they need to find Oppenheimer. They do not likely have the time or the requisite skills to do this. The Germans, on the other hand, know where Oppenheimer is going to be in two days. That means the team has only two days to find him. If, after wandering about on the first day unsuccessfully, they have failed to come up with something clever enough to warrant finding Oppenheimer, the Keeper should put P.I. Truman Samuels in their path.

The great icebergs which float
through space are entire worlds.
They are other realities.

PRIVATE EYE TRUMAN SAMUELS, AGE 40

Private Eye Truman Samuels is purposefully cut from noir cloth. He is blunt to the point of rudeness and tough as old leather. He is a hardboiled gumshoe cast in the mould of Philip Marlow and Sam Spade. Play him just on the edge of being stereotypical, but make him his own man.

Samuels has seen the worst of human nature and a bit of the Mythos. His work takes him into the dark corners of human behaviour, so it was only a matter of time before he stumbled upon one Mythos cult or another. He has hardened outside but, deep inside, he has memories of a love lost and a different life he might have had with her. Mostly, he drinks three fingers of whiskey at a time to keep those memories at bay.

A hard boiled, grizzled detective clad in the mystique of film noir, Truman has seen too much of this world, drinks away what he can, and fights when he needs to fight.

STR 14	**DEX** 15	**INT** 12	**CON** 14
SIZ 13	**APP** 11	**POW** 09	**EDU** 13
SAN 45	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Accounting 10%, Dodge 40%, Fast Talk 62%, Listen 71%, Pilot boat 30%, Sneak 57%, Spot Hidden 74%, Sucker for a Dame 99%.

Language Skills: English (Own) 64%, French 33%.

Weapons: *.38 revolver* (Pistol) 75%, damage 1D10, atts 2, base range 15 yds.

Punch (Punch) 50%, damage 1D4+1D4, atts 1, base range Touch.

  Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8.

Skills: Boating d4, Climbing d6, Fighting d10, Gambling d8, Intimidation d6, Investigation d8, Knowledge (Police Procedure) d6, Lockpicking d6, Notice d10, Persuasion d6, Shooting d8, Stealth d8, Streetwise d8, Swimming d6.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 7.

Hindrances: Code of Honor, Habit (Minor—Alcohol), Loyal.

Edges: Alertness, Brave, Brawler, Hard to Kill, Improve Dodge, Improved Level Headed, Investigator, Liquid Courage, Nerves of Steel, Thief.

Gear: *Brass Knuckles* (Str+d4), *M1911A1* (12/24/48, 2d6+1, RoF 1, Shots 7, AP 1, Semi-Auto).

WAYS OF FINDING OPPENHEIMER

In addition to using Samuels, the investigators have a few other routes they can pursue. Of course, these are not exhaustive, and the Keeper should reward unique ideas with at least some chance of success. The team might follow up the Mythos angle and begin asking around about that sort of thing. Lowbeer, who by now is acting increasingly erratically, seems obsessed with finding *Totenmeisterin*. Whether the investigators know about his affair with her depends on how the first adventure went. Lowbeer might have mentioned it in one of his ramblings, or perhaps he kept his diary on him and someone read it.

If neither happened in the previous adventure, the Keeper may wish to have this story come out in some way in *Destroyer of Worlds*. The twisted, doomed love story between these two self-obsessed people is at the heart of everything that happened. They are central to these two realities, at least for the duration of the adventures. If Lowbeer has his way, neither of them ever existed.

Lowbeer suggests doing some library research on his own. If he is allowed to go, he simply investigates the John Dee spell and its consequences. If someone accompanies him, he pretends to be looking up information on the history of Los Angeles. Lowbeer is convinced that fate will bring him and *Totenmeisterin* together again, but he wants it to happen sooner rather than later. The longer they both exist, he reasons, the more damage they are doing to this timeline and both worlds. He may mutter fragmentary bits of this theory, but passes it off as nothing if pressed.

Library research might help. A successful Library Use roll [Cth]/Investigate test [Sav] will reveal a history of occult

activity in the city and a connection to the film industry. A critical success on a Library Use roll [Cth]/raise on an Investigate test [Sav] will locate some newspaper articles showing pictures of director Gregor Nies wearing an elder sign medallion at a film premiere from earlier in the year. Tabloids reveal scandals and rumours of bizarre sexual practices. Finding his house is as easy as bribing one of the rag paper reporters who stick their nose in the business of the famous for the entertainment of those barely holding on. The Depression is evidencing recovery in 1938, but the country does not boom again until the war.

If the investigators pursue the Mythos angle, they need a place to start. Whether this be asking around at various bars or trying to gain insight through the local police, they have a chance of stumbling on Nies' activities. A successful Fast Talk roll [Cth]/Streetwise test [Sav] will reveal a history of occult activity in the city and a connection to the film industry. A critical success on Fast Talk roll [Cth]/raise on a Streetwise test [Sav] will locate someone willing to discuss "some rumours" about Gregor Nies and his scandals.

The third vector they might try is Samuels, who can help them for the right amount of money, though he may ask them to come along if he suspects the Mythos is involved. Samuels does not know a lot about the Mythos, but he knows enough to stay away if the money is not right and bring back up if it is.

GREGOR NIES, AGE 36

Gregor Nies was born in Germany in 1898. He came to the United States after making some *avant garde* films in the late 20's and early 30's in Berlin. A Nazi sympathizer, Nies came to America because Hollywood called, not over any moral quandary. Since his time in Berlin, he has been interested in the occult. Nies spent time among the members of the Vril Society and has met, albeit briefly, Macha Oten (*Totenmeisterin*). He is more than willing to help her out when she calls. His current project is premiering when the groups arrives in Los Angeles. The production was fraught with problems including the suicide of one of the female leads. His project is an adaptation of the play known as *The King in Yellow*. Studio executives who pre-screened the movie have wound up in local asylums. Oppenheimer asked for tickets to the premiere at the request of his girlfriend. Again, fate seems to be drawing the world-lines of specific people together.

Gregor has his own motives though, and keeps the Nazis waiting by telling them Oppenheimer is attending the premiere. In reality, Gregor knows where he is staying.

Sharp-featured, with piercing blue eyes and blonde hair, Gregor Nies would make a perfect poster boy for Nazi propaganda. He dresses in the best suits Hollywood has to offer, and has a gregariousness to his manner that initially seem charming; however, those who spend much time with him soon pick up on his near-manic creative drive and entirely charming, and manipulative, behaviour.

STR 09	**DEX** 11	**INT** 14	**CON** 13
SIZ 11	**APP** 17	**POW** 17	**EDU** 16
SAN 25	**Hit Points:** 12		

Damage Bonus: none.

Skills: Art (Film Making) 80%, Fast Talk 72%, Sneak 50%.

Language Skills: German (Own) 80%, English 57%, French 55%.

Weapons: *Trench Knife* (Knife) 64%, damage 1D6, atts 1, base range Touch.

Spells: Enchant Whistle, Pipes of Madness, Summon/Bind Byakhee, Wrack.

  Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Fighting d4, Intimidation d6, Knowledge (Film Production) d8, Knowledge (Mythos) d6, Persuasion d10, Taunt d6.

Charisma: 4; **Pace:** 6; **Parry:** 4; **Toughness:** 6; **Sanity:** Insane.

Hindrances: Curious, Greedy (Minor).

Edges: Attractive, Charismatic, Filthy Rich, Strong-Willed.

Gear: *Money and fame.*

Special Abilities

- **Insane:** +2 Toughness, +2 to Unshake, Ignore first two penalties from Wounds, immune to seeing Mythos Creatures and casting Mythos spells
- **Spells:** *augur, cloud memory, deflect harm, summon/bind byakhee*

Oppenheimer is staying at The Chateau Marmot. This hotel is ritzy and expensive, the last place one would expect a physicist to stay. He is there because a student of his knows Gregor Nies. Nies was contacted astrally by Totenmeisterin and asked to help. She read the convergence of world-lines around Los Angeles, herself, Oppenheimer, and Nies. She is unable to locate Oppenheimer directly but understood that the director would play a role. Sure enough, the night after Totenmeisterin appeared in his dreams, Oppenheimer's student reached out for tickets to the premiere of *The King in Yellow*. Gregor Nies insisted that Oppenheimer and his girlfriend stay at the Chateau at Nies' expense. They accepted. The Nazis only know he is at the premiere. Nies wants time alone with Oppenheimer. The director knows there is an opportunity here but not what.

This makes it much more difficult to find Oppenheimer. He is not staying anywhere one would expect, and the Marmot values the privacy of its guests. Likewise, Samuels' connections are generally of a lower tier than the Tinsel Town elite. It is going to take him time to find Oppenheimer.

All this leads to finding Oppenheimer's location just before the premiere begins. The investigators have to intercept him in public before the Germans do.

J. ROBERT OPPENHEIMER, "THE FATHER OF THE ATOMIC BOMB", AGE 34

If one man can truly be called "the father of the atomic bomb," it is Robert Oppenheimer. He led the Manhattan Project under the direction of General Leslie Grove. Oppenheimer was known to have little patience with those who could not match his intellect and often made enemies as a result. He had a long relationship with Jean Tatlock, though he married another woman later. He and Tatlock may have had an extra-marital affair while Oppenheimer was working on the Manhattan Project.

Tatlock, who moved in communist circles, would contribute to Oppenheimer's downfall after the war. During the "Red Hysteria" which followed World War II, Oppenheimer was labelled a communist. The man who produced the most significant weapon in the American arsenal was no longer trusted by those he had served. Jean Tatlock committed suicide before the end of the war.

Tall, dark haired, gaunt, and dapper. Oppenheimer has the look of a man who is easily annoyed by those who try his patience with anything less than brilliance. He is never without a cigarette.

STR 11	**DEX** 12	**INT** 17	**CON** 11
SIZ 14	**APP** 14	**POW** 14	**EDU** 17
SAN 70	**Hit Points:** 12		

Damage Bonus: +1D4.

Skills: Astronomy 30%, Chemistry 30%, Credit Rating 75%, Dodge 55%, Electrical Repair 35%, Manage Secret Weapons Project 65%, Physics 80%.

Language Skills: English (Own) 85%, Latin 25%.

Weapons: Fist (Fist) 40%, damage 1D3+1D4, atts 1, base range Touch.

  Attributes: Agility d8, Smarts d12+2, Spirit d12, Strength d6, Vigor d8.

Skills: Investigation d10, Knowledge (Chemistry) d12, Knowledge (Nuclear Fusion) d12, Knowledge (Theoretical Physics) d12, Notice d10, Riding d6.

Charisma: 2; **Pace:** 6; **Parry:** 2; **Toughness:** 2; **Sanity:** 2.

Hindrances: Code of Honor.

Edges: Charismatic, Jack-of-all-Trades, Scholar (Nuclear Fusion, Theoretical Physics).

Gear: *Research equipment.*

Special Abilities

- **Brilliant Physicist:** Oppenheimer uses a d10 for a Wild Die on any Knowledge check.

Scene Two: *The King in Yellow* Premiere

The film premieres at Grauman's Egyptian Theatre on Hollywood Boulevard. The theatre itself is spacious, majestic and features Egyptian motifs. It looks, in part, like a slice of Ancient Egypt co-opted by Hollywood set designers. The Egyptian Theater featured the first Hollywood premiere in 1922. The film was Douglas Fairbanks' Robin Hood.

In the sixteen years since, the Egyptian Theater has hosted a number of premieres. The controversy surrounding *The King in Yellow* brings out a very large crowd.

The investigators are out of their element here. They have spent the last six years of their life training for, or in, combat. A Hollywood premiere is not in their wheelhouse. They need to either pose as journalists or dress the part of people invited. The red carpet is not so different from today. While there are not any live feeds, of course, there are flashbulbs popping everywhere and people sticking microphones in the faces of stars. The police are also here to provide security.

Journalists are not being allowed in to the screening. The investigators can easily blend in with the crowd behind the velvet ropes if they so choose, but getting inside the theatre is very difficult this way. Oppenheimer arrives in a tuxedo he does not look comfortable in. On his arm is his girlfriend Jean Tatlock. Because the Germans have a connection to Nies, they are dressed in tuxedos and have invitations. The investigators are unlikely to have invites. They may decide to intercept Oppenheimer on the red carpet or try to get inside the theatre. Any form of persuasion is unlikely to work on the bouncers taking tickets. They are used to tabloid reporters trying to worm their way inside. A Fast Talk roll at one quarter normal [Cth]/Persuasion test (-6) [Sav] will get them in the door.

The investigators have a good chance of spying the Germans. There are eight in total, and three of them are survivors from previous encounters. A Spot Hidden roll [Cth]/Notice test will pick the Black Sun out of the crowd.

The King in Yellow

The King in Yellow is a mysterious play first referenced and excerpted by a book of the same name by Robert W. Chambers in 1895. The play itself has never been found fully intact, but even fragments of it cause despair and madness in those who read from it. Gregor Nies claims to have found, and filmed, the full manuscript. The effects of this on an audience induce mass hysteria. *The King in Yellow* is an aspect of Hastur who dwells on a planet named Carcosa, possibly outside our dimension.

The Black Sun is not planning to nab Oppenheimer here. They were not told where he was staying by Nies. They plan to follow him to the after party; however, the arrival of the investigators causes the Germans to rush their timetable.

THE FILM ITSELF

The King in Yellow is a rambling, incoherent work of surrealism, sex, and violence. Whatever it is that Nies captured on celluloid is more than just a movie. As the projector lights the dust motes on its way to the silver screen, people begin to walk out. Those remaining are transfixed, many of them losing it in the third act of the movie. A mass panic begins, with the audience pushing their way out of the theatre. Men and women are crying, screaming, and some are simply shaking their heads. Watching the movie through the third act forces a Sanity Check, with SAN loss of 1d20/2 [Cth]/Horror Check (-2) [Sav].

The premiere quickly devolves into chaos. This is an excellent opportunity for the investigators, or the Germans, to make their move. If the group makes a move prior to the plague of madness spreading through the audience, that is their decision and will provoke different responses up to the Keeper. Although the investigators are unknowingly preserving many audience members' Sanity by acting before the third act begins.

The Germans are seated around Oppenheimer (eight Black Sun Agents, *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.32). Nies arranged this. It is therefore difficult for the investigators to get to him first. A melee or firefight may take place. The Germans hustle Oppenheimer into the car Nies has waiting for them—a black Duesenberg limousine. They head directly for the La Brea Tar Pits where *Totenmeisterin* instructed them to go. She believes, and rightly so, that the tar pits are a source of magical energy due to all the preserved species and aeons contained therein. She expects pursuers who are after Oppenheimer as well. Unless the team can stop the limousine from leaving, everything is arranged for it to speed off and get a huge head start, making it impossible to catch prior to arrival at the Tar Pits.

Any firefight at the theatre results in a strong police response of ten or more police offices (see police constables, *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.250), due to red carpet nature of the premiere and the guests present.

Scene Three: La Brea Tar Pits

It is a four-mile drive to the tar pits from the Egyptian Theatre. During that time, a chase may well ensue. The Keeper is free to run this chase as they wish.

The pits themselves hold remains dating back thirty-eight thousand years. These black pools of natural asphalt are situated in Hancock Park. There are oil derricks in the background on Hancock's land. *Totenmeisterin* has two surprises waiting. The first lies in the tar pits

Investigator Agency in *Destroyer of Worlds*

Destroyer of Worlds plays with the notion of predestination. Were *Totenmeisterin* and Lowbeer destined to meet? Did the Rangers have to come through the portal and arrive in 1938 in order to alert America to the Secret War? Are Oppenheimer and his bomb an essential nodal point in the connection between realities? Are the Mythos gods inevitably going to take over all possible Earths?

These ideas necessarily interfere with investigator agency at times. As Keeper, feel free to ignore the theme and allow them to go where they will. Mix and match the episodes as desired. There is nothing to force the Keeper, or the investigators, down the path written here. This is one dramatic permutation of events. It is designed with pacing, action, and drama in mind, but much of this can come from the random occurrences resulting from investigator choices. Gentle guidance in the adventure is designed to nudge them in the right direction. If they wish to go elsewhere, let them.

themselves. Undead deep ones exist inside the pits. She summoned them before the cars arrived. They lurk just below the tar, waiting to surface with bitumen dripping from their arms and legs.

Her second surprise is an SSU helicopter she moved though the portal as part of her back up. She has limited fuel for the helicopter, and has thus saved it for the most important target in her scheme. It is armoured and very difficult to take out. Oppenheimer is supposed to be captured by the Germans in this episode.

The deep ones (see Undead Deep Ones ***Call of Cthulhu, Sixth Edition***, p.155 [Cth]/Deep Ones *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.224 and add the Undread Monstrous Ability [Sav]) attack as a distraction, while the helicopter sets down to retrieve *Totenmeisterin* (p.39), Oppenheimer (p.107), and the Black Sun agents (any still surviving from previous encounters, *Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.32). Aboard the helicopter is also a Black Sun Master (*Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.94). As designed, there is not any obvious way to stop *Totenmeisterin* here. Even if they have a bazooka, they are likely to kill Oppenheimer in shooting down the helicopter.

The Deep Ones are numerous enough to force them back. If the team seems to be winning, despite the odds, the helicopter is armed. This causes a lot more noise than a firefight in the park at night. Police arrive afterward. The incident is covered up by officials but appears in tabloids the following week. Samuels fights alongside the investigators if he has become friends with them. He is hardboiled, but he does not turn his back on friends. Jean Tatlock helps any way she can.

Lowbeer believes this is not the time or place to take on *Totenmeisterin*. He may interfere with the team's attempts to do so. His mind, like the two parallel worlds, is synching with the timeline here. He is stretched across time and space in multiple incarnations—his ***Achtung! Cthulhu*** selves, his ***Dust*** self, etc. This causes him to see glimpses, or at least impressions of the future the closer he gets to his own nodal point of world-lines. This vision culminates with his and *Totenmeisterin*'s erasure from existence.

> Are Oppenheimer and his bomb an essential nodal point in the connection between realities?

The episode ends with *Totenmeisterin* taking Oppenheimer away in the helicopter. She makes it into Arizona with the helicopter, then abandons it when the fuel runs out. Her plan was to go directly to Los Alamos and open a portal to Cahokia there, but the helicopter's fuel is too low.

Lt. Cmdr. Marsh serves as a guide if the investigators do not know where to go next. In this case, he intercepted a German communiqué or something similar. However, it plays better if the clues are gathered or captured from a Black Sun agent. These agents know they were heading to Cahokia with a stopover in Los Alamos. Lowbeer can guess why but will not explain unless the Keeper wishes to reveal that part now.

The Letters of Macha Oten #4

December 13, 1939

My Dear Leo,

I cannot describe how my heart feels. This compares to nothing else, not even visitation by the Vrill. When they inhabit my body I do not feel as complete as I do with you. If only the gulf of worlds did not lie between us. Your ideas for creating a portal between us excite me. We must, no, we are destined to, meet.

I know we do not discuss the coming war. I know you are there, in your England, and I am here, in my Germany. Our two countries are never really be at war for yours is another England and mine another Germany. Yet I cannot help thinking there is more to it than that. If there are two worlds, Leo, why not more? Perhaps we have had this dance before, you and I. Perhaps we always meet this way, first in dreams, then in reality.

Leo, you need to leave England. She has no hope. If your Führer is anything like mine, surely a man as smart as you must see the futility in fighting him, in fighting fate?

Oh, but our love transgresses all borders. There is only you and I, as I write this. Perhaps, in the end, there will only be you and I. Such romantic thoughts are unlike me. I know you do not believe in the predicative ability of my dreams, but they are real all the same. Great things are ahead for us.

Your Loving Macha

I've seen films that made me want to cry and scream, but never panic.

– Peggy

EPISODE FOUR: TRINITY

This episode spawns not out of logic, but from intuition and madness. Whether *Totenmeisterin* and Lowbeer are correct, and Oppenheimer must come here now because he will not be there in 1945, is theoretical. The point is, both *Totenmeisterin* and Lowbeer believe it is true. The insane do not always make rational decisions, and their plans reflect this. Exposure to the Mythos, inter-dimensional traveling, and the horrors of the future conspire to make tactical plans with straight lines into the swizzle sticks of strategy.

Scene One: The Road to Los Alamos

Totenmeisterin is convinced that Los Alamos is a soft place in space-time, a permeable membrane between worlds. Unfortunately, her previous efforts caused the two previously independent timelines to synch. She can no longer traverse the Dreamlands between the two and wind up where she wishes. She can, however, use this permeability to move her through the time and space of this reality, in this case to ancient Cahokia circa 10,000 B.C. While she has been in Los Angeles, her agents brought the other captives, if any, to Cahokia. She needs to use this soft space to travel to the pre-historic version. She also believes Oppenheimer is necessary for this. Maybe he is.

Further, both she and Lowbeer believe Oppenheimer and his bomb created this tear in realities. Lowbeer has not worked it all out, but his theory is the simultaneous detonation of the atomic bomb in the same place across many worlds caused havoc in space-time and, possibly, allowed the crossover to happen in the first place. It is this havoc he fights even now. Lowbeer has seen a world overrun by the Elder Gods. He has seen future versions of Oppenheimer, Teller, and Szilard create other atomic weapons to fight the beings from the Outer Dark. It is all tied into Oppenheimer, the bomb, *Totenmeisterin*, and Lowbeer himself. At least that is their shared belief.

Totenmeisterin brings Oppenheimer here not only to pierce the time between here and ancient Cahokia, but to place the scientist in the spot where his bomb detonates seven years in the future. It is an offering, a supplication before the powers of the Mythos who, she is sure, influenced him.

For the investigators, it is just a chance to get Oppenheimer back. Lowbeer tries to persuade them that *Totenmeisterin* is not heading directly to Cahokia. The team may follow his advice and come to Los Alamos, or ignore him. If they ignore him, this episode is skipped.

The investigators need to get from Los Angeles to Los Alamos. This trip takes half a day by automobile. *Totenmeisterin* would easily beat them there but, again, fate steps in and the helicopter runs out of the VK laced fuel. She then has to secure another way. This involves trekking out of the desert in which she lands and finding a road. The result brings her and the team to Los Alamos approximately at the same time.

Lowbeer may mumble, or even rant, about these sorts of coincidences.

Lowbeer's Sanity & Ranting

Increasingly, Lowbeer shows signs of cracking. He is actually on to something with his theories about space, and time, and magic, but he is also on the verge of madness. He is the mouthpiece through which the Keeper can articulate the themes and theories that drive the plot of *Destroyer of Worlds*. Likewise, he is also the mouthpiece through which the nature of sanity loss reveals itself. Lowbeer is no crazed man locked in an asylum. *Totenmeisterin* is no catatonic girl kept in her bedroom. Both are very capable, but very unstable, individuals.

The trope of the muttering, sometimes ranting madman works in the Keeper's favour here. Lowbeer's unhinged soliloquies are fodder for revealing deep backstory. Use them as such. Remember, sanity loss is more than numbers on the character sheet. Those who lose too many are not merely hampered in play but must be roleplayed to evoke the loss of coherent thought.

ALBUQUERQUE

This town is the closest place for fuel or food before reaching Los Alamos. The easiest option is to describe the small town and let the investigators do what they wish. However, the Keeper may also decide to bring the Columbia cult back at this point. The Freemasons, and Columbia, have lodges throughout America. They have been following the team. After interrupting the ritual in D.C., they plan revenge. Albuquerque is one place this could happen.

Only play this if planning to continue the crossover as a campaign. Columbia could feature prominently in the American Secret War. This scene gives the Keeper an opportunity to turn them into a recurring enemy.

The six assassins Columbia sends are skilled. Alternatively, these agents may instead be tasked with capturing and interrogating at least one of the team. Columbia does not like to be in the dark about anything. The attackers strike when the team is most vulnerable. If the team splits up for any reason, the assassins attack while they are divided. The Keeper is left to set the scene for the attack based on investigator actions. The killers are well armed. Columbia is rarely outgunned twice.

COLUMBIA ASSASSINS,
KNIGHTS OF THE REPUBLIC, AGE VARIES

Calm, professional, and thorough, these hit-men leave nothing to chance and know how to take down their targets. They do not give or expect quarter, but prefer to have their prey dead long before the victim knew they were in trouble.

STR 13 **DEX** 14 **INT** 14 **CON** 10
SIZ 12 **APP** 14 **POW** 14 **EDU** 15
SAN 70 **Hit Points:** 11

Damage Bonus: +1D4.

Skills: Credit Rating 75%, Conceal 45%, Cthulhu Mythos 7%, Dodge 40%, Discuss Plato's 'The Republic' 75%, Shape the Nation 55%, Stealth 55%, Masonic Lore 65%.

Language Skills: English (Own) 75%, Ancient Greek 57%.

Weapons: *Columbia Blade** (Sword) 45%, 1D8+1+1D4, atts 1, base range Touch.

Webley .38 Service Revolver (Pistol) 60%, damage 1D10, atts 2, base range 15 yds.

*Columbia Blades are minor enchanted items. Attacks made with them are considered magical for the purposes of attacking Mythos entities. Additionally, when the sword is successfully used against a human, it drains them of 1 Magic point.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d8, Notice d8, Knowledge (Demolitions) d6, Knowledge (Espionage) d6, Lockpicking d6, Shooting d10, Stealth d8.

Charisma: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Vow (Major—Serve Columbia).

Edges: Acrobat, Assassin, Block, Improved Dodge, Marksman, Thief.

Gear: *Welrod 9mm Pistol* (12/24/48, 2d8, RoF 1, Shots 5, AP 1, Silenced), *Columbia Blade* (Str+d6, AP 1, Poison—Vigor -1 or suffer a level of Fatigue).

Special Abilities
- **Bad Reputation:** the Columbia Assassin's negative Charisma becomes a bonus when applied to her Intimidation and Taunt Rolls

Scene Two: Los Alamos Ranch School

There is no Manhattan Project yet. There is nothing out here but some people who inherited land from the Homesteading Act and the Los Alamos Ranch School. A boarding school founded by businessman Ashley Pond II, the school has famous graduates such as William S. Burroughs and Gore Vidal.

The site of the Trinity detonation happens—for purposes of this adventure—on the site the school now inhabits. As Keeper, vividly describe what is going on. A bunch of boys in prep clothes are about to see a floating, leather-coated demon dragging a younger man to the middle of their back

yard. There, she enacts a ritual opening a tear in space. A giant mushroom cloud, more hologram than reality, rises over the desert—the echo of the detonation to come.

It is quite a sight. A horrifying sight. The investigators need to succeed on a Sanity Check or suffer SAN loss of 1d10 [Cth]/Horror (-2) Check [Sav] as the giant mushroom cloud appears.

How the boys react is up to the Keeper. They might cheer or scream. They might be rooted in place. The headmaster no doubt corrals them and comes out to stop whomever is causing this. He is in for a surprise.

Lowbeer directs the team to this precise location. He knows where the bomb detonated. It is inside him now, a piece of the fractured realities he helped cause. He rants about the USS Eldridge, The Philadelphia Experiment, the Bomb, and even his tryst with Macha Oten.

Macha, now *Totenmeisterin*, is finishing the spell as the team arrives. The brain-shaped mushroom cloud blossoms over the desert. When the cloud reaches its apex, it begins running backwards, like a film in reverse. The cloud shrinks, the ground sucks up the terrible fireball and smoke… it all converges at a giant wooden tower from which is suspended a huge, circular device that is the first atomic bomb. They call it The Gadget. A nanosecond after the tower appears, blinding white light consumes everyone. The shadows of everyone present are thrown starkly across the desert floor, a scene like a photonegative. In that instant, with *Totenmeisterin* and Oppenheimer at the centre, the membrane tears….

Like the portals in *Perchance to Dream*, the timing and location one enters this tear directly determines where they appear. *Totenmeisterin* and Oppenheimer appear in Cahokia. The team arrives somewhere outside the city. The trip is instantaneous, but filled with a riot of lights, memories out of space and time, glimpses of their future forming the American wing of the Secret War, wars to come, and the dark, and fathomless aeons of the void.

Like a giant amphitheatre, the enclosed city serves as an enormous echo chamber.

EPISODE FIVE: CAHOKIA

Cahokia was built by an unknown civilization. Theories abound, but no one has proved conclusively who built the city. Whoever it was appears to be linked to a group of Stone Age builders who left behind tombs and chambers along the north east coast. More than 800 such sites lurk in areas largely explored. A historical note: the Mississippian Culture is credited with building the city, and the stone tombs and chambers along the east coast are, at best, dubious connections.

The team follows *Totenmeisterin* through the portal and arrives outside Cahokia. They see the mounds from where they emerge. Unfortunately for the team, in pushing through the membrane of the soft place at Los Alamos, *Totenmeisterin* has stretched the patience of time itself. The temporal dimension, like an overstretched rubber band, is about to snap.

Scene One: The City of Mounds

Many of thousands of years ago, Cahokia was one of the great cities of a now vanished culture. Beneath the mounds lie ruins older than man himself. In time, men found these cyclopean remains and built over them. This was when the Bering Strait Land Bridge allowed Clovis people to move from Asia to the Americas. This was when megafauna still roamed the land. Always, the gods of the dark corners of the Earth found those who settled on their impossibly ancient ruins and spoke to them.

This culture started as a vibrant, agrarian society but, under the corruption of the Mythos, began to build cities and practice human sacrifice. They would eventually become the precursors to the great pre-Columbian civilizations in America, Mexico, Central, and South America.

At some point in the distant past, the Cahokia civilization dominated the Great Plains of America. Their cities took tribute from farms around them, and their armies subjugated smaller rivals. One day, they simply vanished, leaving behind mysterious mounds, serpents scored into the earth and stone tombs dismissed as modern forgeries or misinterpretations of post-Columbian ruins.

Totenmeisterin's reckless spell and actions caused that distant time to intersect with today. The Keeper should note that, unlike *Perchance to Dream*, this Cahokia culture exists on the same timeline as ***Achtung! Cthulhu*** in this adventure, albeit many, many of thousands of years earlier. Cahokia was founded aeons ago by The Great Race of Yith. It is the Great Race's ability to project themselves into other bodies that *Totenmeisterin* bases her ritual upon. She is essentially using their magic not to project her consciousness into another, but to draw another into her. This is why she brought Oppenheimer, and any other captured scientists, to Cahokia. Somewhere deep beneath the mounds lies a remnant of a faction of the Great Race of Yith. They are related to, but rivals of, the Great Race who built the underground city in Australia. For more on the Great Race see *The Shadow Out of Time*. *Totenmeisterin* needs the power of the Cahokia people in the past, and the expertise of their priests, to perfect her ritual.

Some of the "people" among the Cahokia civilization are therefore Yith projected into human bodies. *Totenmeisterin*'s spell has drawn on that power and caused Cahokia to shimmer through time. It is very difficult to say with any degree of

certainty where in space and time they encounter Cahokia. Ostensibly, they are in the Ice Age, but the Keeper should reinforce the malleable nature of space-time.

At first, Cahokia seems just a series of mounds—this is in 1938. The closer they get though, the more it looks like a city, and not just any city, but one with cyclopean walls fallen into disrepair and vaguely Aztec-looking symbols. Cahokia is on its last legs, the great city is ruined in many places. Her walls are crumbling. The people who live here have called for generations on the Great Race of Yith only to find them ambivalent when their crops have failed. In fact, the Yith present here are merely recording the fall of the Cahokians for posterity. They have no more than an academic interest in them at this time. Whatever purpose these people served is at an end.

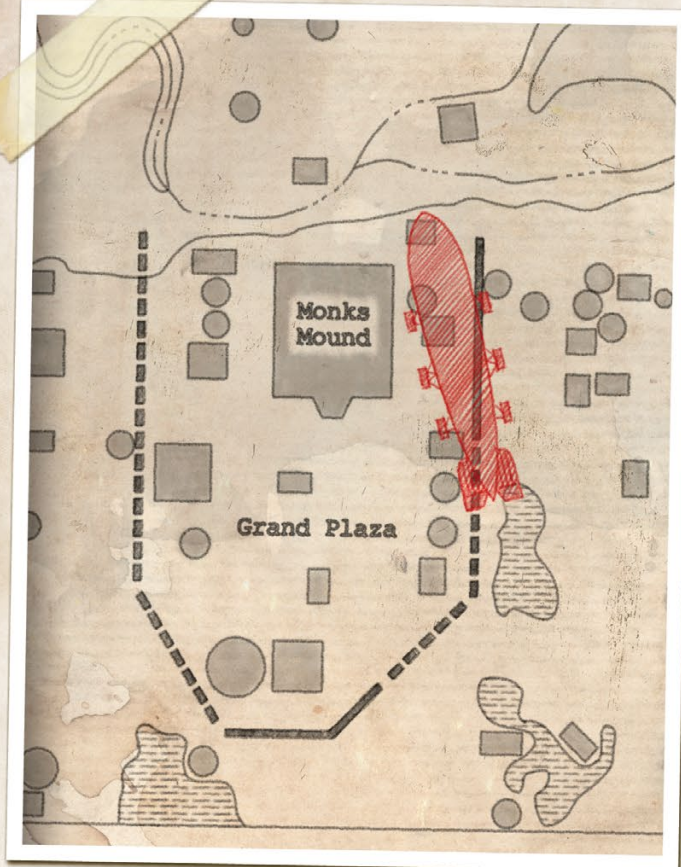
As the investigators approach the now visible city, chanting and drums are heard from inside the great walls. Like a giant amphitheatre, the enclosed city serves as an enormous echo chamber. The noise rolls over great earthen pyramids and across the plains.

They must decide how to approach the situation. Clearly, this is not New Mexico. Since the team is mostly American, they may have some idea about Cahokia. The mounds are famous all over the country. Right now, the investigators are actually in Southern Illinois. They are also out of space and time.

Time Travel & The Great Race

The Great Race of Yith died out during the Cretaceous Era, yet they are familiar with man all the same. The Yith are a time traveling species able to switch consciousness with other beings far into the future. So, even though they died out before the rise of man, they nevertheless have interacted with man throughout his history. This particular faction of the Great Race are outcasts among their own kind, once locked in a time war with their more well-known brothers.

When they arrive, a massive ceremony is occurring. The failure of crops for several seasons is evidenced by the dry fields even though it appears to be harvest time. This drove the city to unprecedented levels of human sacrifice. This is a theme that will play over again in South America and cultures influenced by the Cahokians

The central earthen pyramid is where a long line of prisoners, all tied together by rope, are led up the high steps. Atop the pyramid is a Cahokian shaman. Next to him, floating a foot off the ground is *Totenmeisterin*. She has convinced

the Cahokians she is a manifestation of the Great Race. Oppenheimer is bound next to her. Her zeppelin is tethered to the great pyramid, alien in this place and time and brought by her dark agents.

In the curious way that time works, or more appropriately breaks, *Totenmeisterin* and Oppenheimer arrived here weeks ago. At first regarded with suspicion, *Totenmeisterin* convinced the Cahokia elite that she was sent by the Yith and that this man, Oppenheimer, is very important.

The ritual going on right now is the rite that is supposed draw Oppenheimer's mind into hers. Her Black Sun conspirators are here as well, having been brought through by a ritual a Black Sun Master performed with help from *Totenmeisterin* to anchor the connection point. The purpose of the Cahokian ritual is to transfer these prisoners into the past, as the Yith transfer themselves into the future. The Cahokia culture hopes to save their civilization this way. It is doomed to failure, even as *Totenmeisterin*'s antics with time are doomed to fail.

The investigators have until the end of the ritual to save Oppenheimer. How they do this is up to them. A pulp-style fight atop the pyramid is bound to happen.

Lowbeer can make sense of the ritual's intent if everyone else fails to do so. He understands *Totenmeisterin* wants to use the mass foci to transfer Oppenheimer's mind into hers. She herself never knew the spell, and came back here to use the knowledge of those who did. He laughs as he realizes this, then remarks about how badly she is damaging space-time.

Most of the remaining citizens of the city are focused on the ritual. There are guards around the pyramid but, they too, watch the ritual. Sneaking around the city is not difficult, an *Easy* Sneak roll [Cth]/Stealth test (+2) [Sav] allows the investigators to travel unnoticed. Getting close to the pyramid is riskier, as it is a Sneak roll [Cth]/ normal Stealth test [Sav] to reach the pyramid. Once there, their actions will help the Keeper judge how dangerous the area becomes. The citizens look at the ritual, they are not looking for spies. *Totenmeisterin* has her eyes peeled, but she, too, is more concerned with the mass ritual than interference right now.

The team has an excellent chance to grab Oppenheimer and make away with him. The ritual is disrupted as soon as Oppenheimer leaves the top tier of the pyramid. As the magic of the ritual collapses, the city transforms, as if on fast-forward, to nothing but crumbling ruins. These ruins are then used as midden heaps until time eventually buries them all. The pyramids fall and are re-sculpted as mounds. A wooden fence replaces the stone wall. The culture there flourishes for centuries until many head south after another drought cripples them. The investigators watch this occur, but do not actually move through time. They remain in the Ice Age.

These cycles may not be apparent to each investigator, but Lowbeer does not fail to notice them. In the never-ending cyclical time of the cosmos, all things repeat themselves. Only the Elder Gods are outside of time, and thus outside of death. He may say something to this effect. After the fast-forward, the investigators watch the city rewind to its Ice Age state as when they first arrived.

If the investigators do not get to Oppenheimer, his consciousness is fully transferred and *Totenmeisterin* and her Black Sun leave on the zeppelin.

LOWBEER'S BETRAYAL

Once the ritual stops, one way or the other, the team, Oppenheimer, *Totenmeisterin*, the Black Sun, and the zeppelin all return to Cahokia as it exists in the Ice Age. The zeppelin is supposed to take the Black Sun and *Totenmeisterin* back to the Trinity detonation site. The investigators have to get Oppenheimer away. But a betrayal by Lowbeer makes this impossible.

When the time is right, he makes his move. He grabs Oppenheimer, or he alerts the Back Sun, or even sneaks away and tells *Totenmeisterin* what is going on. His goal is not to actually turn Oppenheimer over to *Totenmeisterin*, but to get all three of them together so he can cast the spell he found in John Dee's book, the spell that takes the three of them back to the detonation of the atom bomb at the Trinity test site in 1945. By being at that blast, he believes he can return everything to its proper order. The investigators, too, have to be there as well.

This means the team may be captured. It is up to the Keeper to decide how this happens. Again, fate is pulling

at delicate strands in a vast tapestry, and those threads are pulling in directions the team may not wish to go.

If the Keeper chooses to stay the course, Lowbeer convinces his old lover that he wishes to join her. He tells her he never stopped loving her. Perhaps, this is true. They need to go back to Los Alamos to re-enact the ritual correctly, he says. She is wrong about Oppenheimer alone, they all need to be at the Trinity point as well. They are tied to that place throughout all possible worlds. She believes her former lover partly because his logic is sound—at least to a fractured mind—and partly because she, too, still loves him.

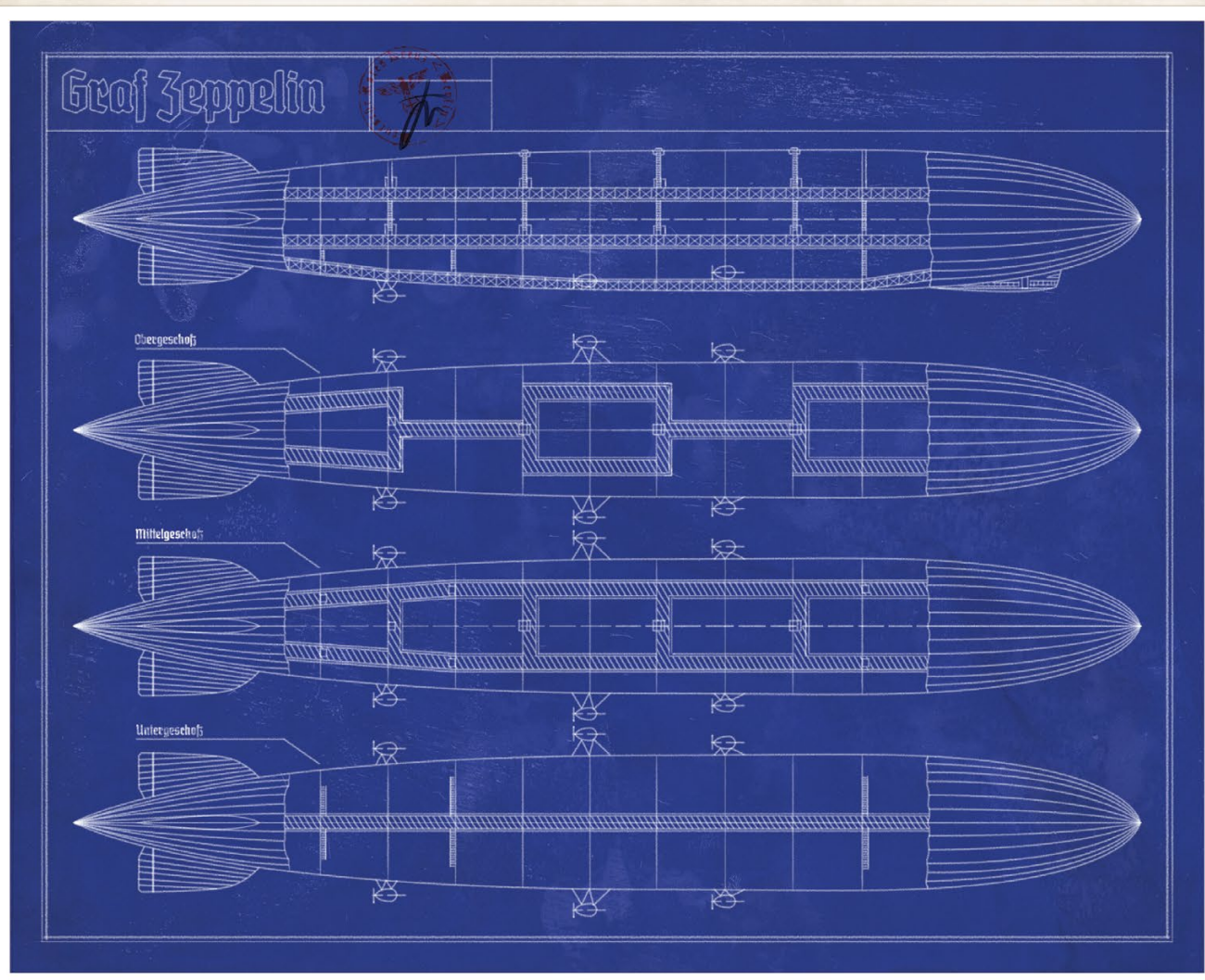
The Black Sun (see Infantry Soldier, *Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.32) are directed to take the team alive. If the team flees, the adventure likely ends in failure. If they manage to overcome the odds, they can stop *Totenmeisterin* (p.39) here and now. If not, they are captured and loaded aboard the zeppelin. Remember, the Cahokia people also help round up the investigators if so directed.

If he can do no more, Lowbeer (p.83) departs on the zeppelin with his former love.

Scene Two: Aboard the Zeppelin

The flight from Cahokia back to Los Alamos takes 13 hours. The investigators are forcibly sedated for most of that trip. When they come to, they find themselves in a storage room locked on the outside. Two guards stand outside (see Infantry Soldier, *Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.32).

Any reasonable plan to escape should meet with success. After all, just as fate plays against the team, it sometimes plays for them. The state of parallel realities wants to return to a balance. Once out of the improvised cell and the guards are taken out, the investigators have to decide what their next course of action is. They are no doubt headed for a fight.

Totenmeisterin's goal is to return to the exact spot where the atomic bomb is detonated centuries from now. There, she once again pushes through the thin veil of space-time to return to 1938, or so she thinks. Lowbeer intends to tweak the spell on his own, sending them to the moment of the explosion in 1945 and erasing all of them, and all their actions, from time. He believes this will reset the two worlds

as if nothing ever happened. This is how he intends to prevent the terrible future he lived through.

BATTLE ABOARD THE ZEPPELIN

Oppenheimer (p.107), *Totenmeisterin* (p.39), Lowbeer (p.83), and the remaining Black Sun agents (see Infantry Soldier, *Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.32), along with one Canon (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War,* p.92), are in the front of the dirigible. Any critical failure on a shooting attack roll [Cth]/Critical failure on a Shooting test [Sav] hits something vital and the highly volatile hydrogen gas catches fire. The result is a spectacular, Hindenberg-like wreck upon the tundra below. The explosion will do 3d6 [Cth]/3d6 fire damage [Sav], followed by another 3d6 [Cth]/3d6 falling damage [Sav] from the fall.

The firefight may take place in the passenger cabins, the bridge or the interior metal skeleton of the zeppelin itself. Up there, narrow catwalks connect one side to another. When walking on the catwalks, Dexterity rolls [Cth]/Agility tests [Sav] are necessary to avoid falling. Those who fall can make a second test, either Dexterity or Strength [Cth]/Agility or Strength [Sav] to catch themselves before they take 3d6 [Cth]/3d6 [Sav] falling damage.

The entire scene should play out as a very pulp-inflected battle above the skies of Ice Age America. Hand-to-hand is preferable to firearms given the location.

Have the investigators duking it out with the Black Sun even as the ship begins its descent. *Totenmeisterin*, who has the ability to float, can jump out some ways up and remain uninjured. The investigators are not so fortunate. Once they emerge from the crash, they must deal with the terrors of the world at the end of the Last Ice Age before reaching Los Alamos or, rather, where Los Alamos will be. *Totenmeisterin*, Oppenheimer, and Lowbeer are long gone, and the remaining Black Sun are dead in the crash.

EPISODE SIX: TWO ENDS OF TIME

This is the final encounter. The entirety of the two adventures leads to this point in time. Through the timeline of the ***Achtung! Cthulhu*** universe and the world of ***Dust***, the first

The Letters of Macha Oten #5

Dear Mother,

I saw you tonight. I awoke in my bed at Wewelsburg—you knew it as an old ruin—but it has been rebuilt. I saw you, so many years dead. It was in the Dreamlands. They are a border zone, mother, and I believe you live there still. There is a city there called Celaphais whose king is a dead Englishman. I believe the Dreamlands are where we go when we die.

That is not why I am writing to you. I am writing to say goodbye. I did not speak to you in the Dreamlands, and now I will never do so. That life is over for me. Life itself is over for me. Something stirs in the North Tower. The Black Sun has created the beginnings of a gate. The rude, primal energy is uncontrollable. Weissler knows not why, but I do. The formless that lies beyond needs a human mind to give it shape. What was it Shakespeare said, "To give to airy nothing local habitation and a name?" Not bad for an Englishman.

I have one of my own now, an Englishman that is, not a play. He is a brilliant man. I see in him much of father and myself. You, no doubt, would dislike him. He does not believe that I can control the maelstrom below with my mind. He is wrong. I will enter the nexus Weissler has summoned and leash it to my will. My will, mother. Not yours. Never yours.

I am that which you produced with your coldness, and I thank you for that—the cosmos is a cold place. Each world is an iceberg floating on a cold, dark sea. There are so many worlds. I have glimpsed them. Soon, I will be able to step between them as a person crosses a stile between farms. I forgive you, mother, for there is nothing else to do. For a long time I wondered if I would inherent your madness and wind up in the Spree like you. I realize now my purpose is far greater than yours, far greater than you could ever comprehend.

I return, now, to that world of sleep and dream. I will see my Englishman there. We will make love on the green swards of the Tenarian Hills. In the morrow I shall harness the whirlwind.

One final time, your daughter,
Macha

atomic explosion is a central milestone in man's history. It is also a nodal point radiating throughout all possible Earths in this continuum. *Totenmeisterin* wants to use it to return to 1938. Lowbeer thinks he can hack the spell so that it instead sends them to the moment of detonation at 05:29:21 AM July 16, 1945. Only one of them can be right.

Man did not always have ignorance to buffer him against the forces of the outer dark.

Scene One: The Ice Age

A dangerous journey from where the zeppelin crashes to Los Alamos awaits the team. Navigation is difficult, but Lowbeer, with his mathematically inclined brain, can make the necessary calculations to get the team back to the Trinity site. He can do nothing about the creatures that walk this prehistoric age.

While it is the Ice Age, they are far enough south that they do not have to cross a glacier. It is colder than it should be in their time, but it is not a frozen wasteland. The Keeper should consider it more like tundra. The cold is biting, though, and the team is not dressed for this sort of climate. The investigators need to test CON or suffer a 10% penalty to all rolls in this temperature [Cth]/Vigor for Exposure or suffer Fatigue [Sav].

The Cahokia civilization lies far behind them, but they are not the only people existing in this epoch. Other tribes wander about, some in thrall to Cthulhu or his pantheon. A sample series of encounters follows below. This is the distant past, and man did not always have ignorance to buffer him against the forces of the outer dark.

TRIBE

This encounter begins with the investigators being tracked. A hunting party is out scouting for mammoths. With a successful Spot Hidden roll [Cth]/Tracking test [Sav], the team finds giant mammoth tracks moving off to the north.

The hunters come from the south and have already spotted the investigators.

Clearly, the team is not like anyone the tribe has seen before. They know of the great cities which once dotted this land and surmise the team is from one of those. As those cities enslaved other tribes, this hunting party is happy to kill their slavers. A Spot Hidden roll at half [Cth]/Notice test (-2) [Sav] allows the team to realize they are being following. Failure results in the hunters ambushing the team.

Armed with sharp stone spears and atlatls, the hunters attack from a distance before closing with their last spear and hand axes. Now is a good time for the Keeper to have everyone to check just how much ammunition they have left.

ICE AGE HUNTERS, OUR CUNNING ANCESTORS

Shaggy-haired humans, dressed in clothing made from a mixture of furs and simple woven fabrics. The clothing is skillfully made, and adorned with scrimshaw charms and jewelry. Their skin is painted with ochre, woad, and white clay, in bold patterns. They smell of wood smoke, burnt sage, and very slightly of sweat.

STR 12 **DEX** 13 **INT** 13 **CON** 11
SIZ 09 **APP** 10 **POW** 10 **EDU** 05
SAN 50 **Hit Points:** 10

Damage Bonus: none.

Skills: Dodge 30%, Hide 36%, Listen 46%, Sneak 50%, Spot Hidden 50%, Track 45% (not including weapon or language skills).

Language Skills: Uth (Own) 50%.

Weapons: *Stone Knife* (Knife) 30%, damage 1D4, atts 1, base range Touch.

Spear (Spear) 30%, damage 1D8, atts 1, base range Touch or Throw*.

*The hunters have mastered the use of Atlatl, meaning that their throw range is doubled.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d10, Notice d8, Shooting d8, Survival d8, Throwing d8, Tracking d8.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7; **Sanity:** 7.

Hindrances: Curious, Illiterate.

Edges: Brawny, Woodsman.

Gear: Furs, *Stone Spears* (5/10/20, Str+d6, Reach 1), *Atlatl* (12/24/48, Str+d6, RoF 1).

BYAKHEE

Byakhee hunt the tundra along with some of the megafauna. In this case, they find the investigators an adequate meal. Perhaps they were summoned by some shaman, or perhaps the thinning of the barrier between dimensions attracted their interest. They pack of three attack (***Call of Cthulhu, Sixth Edition***, p.150 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.220 [Sav]).

SMILODON, SABER-TOOTH CATS

An icon of the Ice Age, these savage cats have scimitar like teeth curving from maws evolved to crush bone. They hunt in pairs, and attempt to take the team by surprise. The team should make a Spot Hidden roll at one quarter [Cth]/Notice test (-4) [Sav] to avoid being ambushed.

The dread saber-toothed tiger of pre-history, it is a thing of muscle, tan hide and slashing ivory, which prowls upon the Prehistoric landscape.

STR 26 **DEX** 19 **INT** 03 **CON** 14
SIZ 19 **APP** n/a **POW** 10 **EDU** n/a
SAN n/a **Hit Points:** 16

Damage Bonus: +2D6; **Move:** 10.

Skills: Hide 40%, Sneak 40%, Track 70%.

Weapons: *Bite* 45%, damage 1D10+2D6.,atts 1, base range Touch.

Claws 75%, damage 1D8 + Grapple, atts 1, base range Touch.

Armour: 4-point hide.

Sanity Loss: 0/1.

Attributes: Agility d12, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d10.

Skills: Fighting d10, Notice d8, Survival d8, Tracking d8.

Pace: 6; **Parry:** 8; **Toughness:** 2.

Special Abilities
- **Acrobat:** +2 Agility to perform Acrobatic Maneuvers, +1 to Parry if unencumbered.
- **Bite/Claw:** Str+d6.
- **Low-Light vision:** Sabertooth Cats ignore penalties for Dim and Dark Lighting.
- **Size+3:** These are large and vicious predators, they hunt in packs and understand the tactics necessary to take down their prey.

DEAD GIANT SLOTHS

This is not a combat encounter but an indication the team in on the right trail. Three giant sloths lay dead. Their ruptured bodies steam in the cold even as their innards spill out. *Totenmeisterin* took them out with her eldritch powers. The results speak for themselves. Signs of her passing, and Lowbeer's tracks, if he is with her, move further towards Los Alamos.

Scene Two: The Trinity Site Redux

This is the final encounter. The team has tracked *Totenmeisterin* across the Dreamlands, 1938 America and, now, the Ice Age. Their final conflict happens here. *Totenmeisterin* is very difficult to kill. It is no accident she has weathered the wars of two different worlds.

When the team approaches the site, it looks different than they remember. A green energy, not unlike that which *Totenmeisterin* radiates, crackles in the shape of half a hemisphere emerging from the ground. It is approximately ten meters wide. *Totenmeisterin* stands in the centre of it. If Lowbeer is with her, he stands across from her. The sky above them is cloudy, but those clouds shrink back from the circle on the tundra floor. Thunder rolls across the land followed by lightning.

What the investigators do next determines the ending of the adventure. The following possibilities may occur.

TOTENMEISTERIN *WINS*

In the event that *Totenmeisterin* defeats the investigators and Lowbeer fails, any survivors are transported, along with *Totenmeisterin*, to 1938 in the exact spot they visited on the Los Alamos Ranch School property in Episode Four. In this case, the survivors can attempt to stop her once back in 1938, but she probably overpowers them. The team has lost. *Totenmeisterin* has either killed all three "fathers of the atomic bomb" or possibly absorbed their minds. She leaves in a submarine waiting at the mouth of the Mississippi River and heads to Germany. There, she advances the German bomb project by several years. Germany wins World War Two by 1942.

LOWBEER WINS

"Win" is not the best term but, for Lowbeer, it applies. This is probably the most desirable outcome for the team. Lowbeer enacts the John Dee spell while *Totenmeisterin* is casting hers. The result transports both of them, and the investigators, to the Trinity detonation. Before he finishes the spell, Lowbeer screams. "Run as fast as you can!" He and *Totenmeisterin* are in the centre of the green, crackling anomaly. If the

The Letters of Macha Oten #6

TO: HEINRICH
FROM: TOTENMEISTERIN

CONSIDER THIS MY RESIGNATION FROM THE SS AND YOUR ARMS, HEINRICH. NO LONGER NEED I LAY BENEATH YOU WHILE YOU GRUNT AND SWEAT. NO LONGER MUST I PLACATE YOU. I HOLD MORE POWER THAN YOU EVER WILL, HEINRICH. I STEPPED INTO THE VORTEX AND BECAME.SOMETHING OTHER. THERE IS NO SEPARATING ME AND THE TWO WORLDS NOW. I THINK THERE IS NO SEPARATING ME AND ALL THE WORLDS THAT EVER WERE. I WAS, PERHAPS, OVERCONFIDENT TO THINK I COULD CONTROL THAT PRIMAL ENERGY.

I WISH I COULD EXPLAIN IT TO YOU, IF ONLY TO SHOW HOW MISGUIDED YOU HAVE BEEN SEARCHING FOR YOUR HOLY TRINKETS AROUND THE WORLD. I COULD NOT EXPLAIN IT TO YOU, HEINRICH. MY UNDERSTANDING OF THE WORLD IS NOW AS BEYOND YOU AS OUR NASCENT QUANTUM PHYSICS ARE BEYOND THOSE WHO SPOKE OF PHLOGISTON.

THE ARYANS KNEW THESE THINGS. THAT WAS THEIR POWER. TANKS AND PLANES AND BULLETS ARE ONLY THE MANIFESTATION OF THE GREATER WILL. THEY ARE THINGS, MERE PLATONIC THINGS, THE FORMS OF WHICH ARE DARKER AND GREATER THAN YOU COULD IMAGINE.

I THANK YOU FOR THE SUIT. IT HOLDS IN THE ENERGY I NOW CONTAIN. I CONSIDER IT YOUR FINAL GIFT. ONE DAY, WHEN I AM DONE WITH MY MACHINATIONS, I SHALL SEE YOU AGAIN. ONLY THEN I WILL BE THE MASTER. YOU THINK WEISSLER IS A CONVENIENCE TO YOU, HEINRICH, BUT THE WORLD IS STRANGER THAN YOU CAN SUPPOSE. I HAVE SEEN THE OTHER WORLD AND ITS WEAPONS. I AM GOING THERE NOW. I SHALL WORK FOR THEIR AXIS. I SHALL WIN THIS WAR FOR THE REICH AND THE FATHERLAND.

CONTAIN YOUR RAGE, LITTLE HEINRICH, I SHALL SAVE A PLACE FOR YOU AT THE TABLE.

SADLY, YOU WILL NEVER READ THIS, AS I HAVE NOT THE TIME TO CONVEY IT FROM THIS WORLD OF DUST TO THE ONE WE KNOW AS HOME.

investigators heed his words, they only need make it to the edge of the anomaly. Lowbeer, here, decides the investigators need not die. If the Keeper wishes, Lowbeer may not decide that at all. Hopefully, they run anyway.

Again, the investigators find themselves watching the detonation of the atomic bomb, but this time in 1945. The heat rolls over them in a palpable wave. The sky turns to a white smudge that blots out the sun. The fireball, an angry, metastasizing growth, rises over the desert floor. *Totenmeisterin* and Lowbeer are erased from existence. They find themselves facing Oppenheimer, who does not recognize them, and the rest of the Manhattan Project team inside a bunker. They are placed in military custody. If they did not run, they are wiped from existence as well. The end.

As they arrive in 1945, while the cloud begins to grow, they hear Oppenheimer speak the words from the Bhagavad Gita: “Now I am become Death, the destroyer of worlds.”

While being interrogated by the Army, it becomes clear that none of their adventures happened in this timeline. The blast erased not only the two lovers, but everything they did previously. Only the investigators, somehow, retain memories of those events. For everyone else, it is as if it never happened. The war is nearing its end. Where the campaign goes from here is up to the Keeper.

THE INVESTIGATORS KILL TOTENMEISTERIN *IN THE ICE AGE*

Well, this is a fine mess, is it not? They kill *Totenmeisterin* in an act of self-sacrifice. She dies, but they are stranded in the Ice Age. Lowbeer cannot replicate her spell, merely tweak it once she had cast it. Alternatively, John Dee’s spell may allow the party to return to 1938. With *Totenmeisterin* already dead, Lowbeer is unsure he can erase either of them.

If Oppenheimer is alive, the Office of Naval Intelligence protects him. The Manhattan Project begins sooner that it did historically. The investigators have accidentally alerted America to the Secret War years before Majestic was founded. This event actually causes the founding of Majestic. A normal ***Achtung! Cthulhu*** Campaign can unfold. Well, almost normal.

Of course, getting back to the modern age could be a quest unto itself.

If the team kills *Totenmeisterin* in 1938, events follow along similar lines.

The Letters of
Macha Oten #7

January 13, 1942

Dear Leo,

Do you think you can end our relationship? How convenient that your morals cause you revulsion now. I have always been what you know me as. I have always been loyal to my people, to the Aryan purity that will save this world. Save both our worlds? You are a hypocrite.

The experiments you plan are no less dangerous to the world than anything I envision. You are weak. I see that now. What I never believed is that you were is stupid. That you think this is over, that we are over, only shows how limited your intellect is. There is no separating us. We are a single entity. Two parts of a whole, male and female, light and dark—and both of us hold aspects of each. Let us admit that.

You can no more separate us than time can separate from space. We are inextricable now, and our fates our bound up in the destinies of entire worlds. When I stepped into that formless void and tried to give it shape, I was shaped instead. "And when you gaze long into an abyss the abyss also gazes into you." Nietzsche was right, Leo, and you and I have gazed so deeply into that abyss.

There is no you and I anymore, can you not see that? We are Totenmeisterin. You and I are bound. Call me Macha no more. That was the name of a lesser being. We will meet again, Leo, in this world and in others. The end approaches, a terminal point beyond which I cannot see. July 16, 1945. Leo. You know it to be true.

One final time,
Your Macha

Which came first, the chicken or the egg?
With time, who knows.

-R.D.

EPILOGUE

Much has happened over the course of two adventures and both the investigators, and quite likely their playres, are probably overwhelmed with all the possibilities. The simplest solution for the Keeper is to decide that any ending results in all gates, portals or other methods of traveling between worlds closing permanently. Time travel is likewise locked unless Yith technology is accessed. The investigators are stuck in the ***Achtung! Cthulhu*** universe and play the rest of the campaign in that reality.

They are central to the founding of Majestic, though not necessarily on the inside circle. They know a great many things, but authorities are still suspicious of them. Nevertheless, they are among the most qualified Americans to investigate the occult. Majestic utilises them frequently.

Hoover and the FBI have their own agenda. While Hoover is content to let Majestic play with the "mumbo jumbo" of the Mythos, the group is of interest to the man himself. He definitely keeps tabs on them.

Section M is likely to receive word of all of this as well, if through no one else other than Jervis Lach. Section M has been dealing with the Mythos longer and might recruit them. As trained Rangers, they are valuable to the war effort. As men who have used advanced technology, they are wanted by Churchill's "Toy Box."

They know a great many things, but authorities are still suspicious of them.

Finally, the Nazis know of the team's existence. Regardless of the outcome, the Germans want to get their hands on ***Dust*** technology. They have reason to think the investigators can assist them in reverse engineering that technology. The team has the Black Sun and the German *Abwehr* on their tail. Life is not going to get much safer, even if it is confined to one reality.

Where To Go From Here

From the standpoint of a two-part adventure, things are best resolved if everyone arrives in 1945. However, this is not the Keeper's only option. Lowbeer might have drawn *Totenmeisterin* into the portal and the two of them may have been erased from the space-time continuum. Instead of merely appearing some distance from the Lowbeer and *Totenmeisterin*, the investigators may appear some *time* from them. This allows the Keeper to set a continuing ***Achtung! Cthulhu*** campaign at a time of their choosing. This works especially best if investigators, rather than ***Dust*** soldiers, were used.

Whether returning to 1938 or to the war proper, the investigators have unique knowledge about the fate of the war. They know about one of the wars' best-kept

secrets—the atomic bomb. Majestic has little choice but to integrate them into its ranks or imprison them.

The team themselves become the MacGuffin in many future adventures, as the Nazis seek to capture them for the secret knowledge they possess. Alternatively, *Totenmeisterin* might have relayed the *Reich*'s future to the Nazis. The *Reich* now choose a very different path. They may avoid the foolhardy battle of Stalingrad or even Operation Barbarossa itself.

The PC's time and dimension traveling has ostensibly come to an end, but there are many more Mythos-centric adventures ahead. If the Keeper wishes, the team may continue to explore the alternate world and timelines as described on pp.16-20 of this book. Time and dimensional traveling may be exactly what the Keeper wants.

This product is designed as an excursion into another world that ends much the same as it began—with the worlds more or less as they were. That does not mean any particular campaign has to follow the same path accordingly. Many and twisting are the forking paths of a trans-dimensional campaign.

I am not sure even Einstein could truly understand the convolutions of these many worlds. (Dear Heavens, are my memories even really what happened?)

A. T.

• Book Four •

The Ranger Team

APPENDIX

Pre-generated Characters

If aliens visit us, the outcome would be much as when Columbus landed in America, which didn't turn out well for the Native Americans.
- Stephen Hawking

Private William H. Frye, Age 30

Billy Frye hails from Lubbock, Texas, a small town in the middle of nowhere. He grew up ranching and speaks fluent Spanish. During the depression, he ran moonshine down along the border between Mexico and America. He was never caught.

Billy became very comfortable behind the wheel of a souped-up car—stock racing grew out of bootleggers speeding away from police—so it was natural that, when he joined the Rangers, he would eventually sit in the pilot's seat of a walker. Frye still likes them fast, and drives an M1 Series Light Assault Walker "LAW". Sure, it does not do eighty-five on an open road, but a roadster does not have quad machine guns either.

Easy going and relaxed, Frye makes friends easily and is well liked by almost everyone he meets. From his days as a bootlegger, he retains some of his issues with authority. Then again, he is in the army now.

Tall, lanky, and with the look of a Wild West Cowboy, he has even managed to preserve the hat and the Texas swagger.

Cth

STR 12	**DEX** 16	**INT** 09	**CON** 14
SIZ 12	**APP** 14	**POW** 14	**EDU** 12
SAN 70	**Hit Points:** 13		

Damage Bonus: none.

Skills: Artillery (direct fire) 20%, Climb 47%, Close Combat 31%, Demolitions 19%. Drive (Auto) 40%, Electrical Repair 50%, Fieldcraft 56%, First Aid 33%, Martial Arts 10%, Mechanical Repair 60%, Military Doctrine 26%, Parachute 40%, Pilot (Walker) 60%, Pilot (boat) 10%, Scrounge 20%, Submachine Gun 21%, Survival 20%, Tactics 43%, Throw 31%.

Language Skills: English (Own) 60%, Spanish 45%.

Weapons: *9mm Automatic* (Handgun) 26%, damage 1D10, atts 2, base range 15 yds.

M-1 Assault Rifle (Rifle) 54%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

Under-slung Grenade Launcher (Grenade Launcher) 25%, damage 4D6/4y, atts 1/2, base range 150 yds.

Victory! (Machine Gun) 64%, damage 2D6+4, atts Burst, base range 120 yds.

Equipment: *9mm Automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), *M1 Series Light Assault Walker "LAW"* (Victory! machineguns have ten belts each).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Driving d8, Fighting d6, Gambling d4, Notice d8, Repair d6, Shooting d8, Streetwise d6, Taunt d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6); **Sanity:** 8.

Hindrances: Overconfident, Loyal, Vow (Minor—Serve US Army).

Edges: Ace, Scrounger, Jury Rig.

Gear: *Dust Body Armour* (6), *M-1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto), *M-9 Bazooka* (24/48/96, 4d8, SBT, RoF 1, Shots 1, AP 9, Snapfire, Heavy Weapon), *M1 Series Light Assault Walker "LAW"*.

Private Benjamin Bodine, Age 27

From Chicago, Illinois, Bodine's family came north during the Great Depression with many other African Americans who could not find work in the South. Just a ten year old boy then, Bodine watched his father and older brothers fail to find work in the great industrial heart of America.

Being black means being different in the 1930s and 1940s, and Bodine was very thankful when Truman desegregated the military. Until then, he was consigned to non-combat duties. As soon as he could, he signed up for frontline action and went through Ranger School. He is proud to wear the patch on his shoulder.

A big man, Bodine worked construction in Chicago prior to joining the army. He knows his way around a fistfight, a juke joint and some very rough places. He saw a fellow worker fall from 60 stories up long before he ever saw one killed in combat. The war has not hardened him life did that.

A burly African American with a chip on his shoulder, a streak of bad luck, and a hardened approach to life, he commands the respect of those around him with his professional attitude and willing to overcome the odds.

Cth

STR 14 **DEX** 13 **INT** 13 **CON** 16
SIZ 16 **APP** 17 **POW** 11 **EDU** 14
SAN 55 **Hit Points:** 16

Damage Bonus: +1D4

Skills: Climb 67%, Close Combat 53%, Demolitions 17%, Dodge 53%, Fieldcraft 60%, First Aid 56%, Listen 50%, Martial Arts 35%, Military Doctrine 8%, Operate Heavy Machinery 51%, Parachute 40%, Pilot (Boat) 51%, Submachine Gun 22%, Spot Hidden 50%, Survival 46%, Tactics 24%, Throw 50%.

Language Skills: English (Own) 70%.

Weapons: *9mm Automatic* (Handgun) 24%, damage 1D10, atts 2, base range 15 yds.

M-1 Assault Rifle (Rifle) 50%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

Under-slung Grenade Launcher (Grenade Launcher) 40%, damage 4D6/4y, atts 1/2, base range 150 yds.

Punch (Fist) 76%, damage 1D4+1D4, atts 1, base range Touch.

Grapple (Grapple) 30%, Special, atts 1, base range Touch.

Victory! (Machine Gun) 75%, damage 2D6+4, atts Burst, base range 120 yds.

Equipment: *9mm automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), 2× *Mk.II Pineapple Grenades.*

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Intimidation d4, Knowledge (Demolitions) d6, Notice d6, Repair d6, Shooting d10, Streetwise d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6); **Sanity:** 7.

Hindrances: Bad Luck, Outsider, Vow (Minor—Serve US Army).

Edges: Brawny, Demo Man, Rock and Roll!.

Gear: *Dust Body Armour* (6), *M-1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto), *Victory Machine Gun* (30/60/120, 2d8, RoF 3, 250 shots, AP2, Auto).

New Skill: Pilot Walker

Pilot Walker allows the operation of any familiar walker. Those who do not possess such a skill may substitute another piloting skill for a military vehicle but only at half. This skill also allows the operations of weapons attached to that walker. If the appropriate weapons skill is higher, e.g. Heavy Weapons, use that skill instead. Captured enemy walkers inflict a minus 5% roll [Cth]/-1 test [Sav] until the pilot becomes proficient with its use. Allow one to two days for such familiarity.

Corporal Anton Boyajian, Age 25

Born to Armenian immigrants fleeing the First World War, Boyajian grew up on the tough streets of New York. When the Depression hit, Boyajian's family was already so poor he hardly noticed. He was a small kid and contracted scarlet fever that weakened him more. Boyajian learned to be smart and to survive.

Always picked on, he had no desire to join the army, but was drafted. He decided to do his duty and found himself fighting in North Africa and then Italy. Boyajian kept his head down and did his job, but he was not going to be any hero. Then he kept surviving when others did not. He kept living while his fellow soldiers died. Boyajian was already a loner, but this made him more so. He got a reputation for being the small, wiry kid who gets in and out of places unnoticed. He got the reputation for surviving the impossible.

Eventually, Boyajian was drawn to the Rangers when Captain Miner spotted him at Anzio. Again, Boyajian had no desire to be a hero or to be the first in at Normandy, but that is just his luck. He figures if anyone in this unit survives, it will be him.

A young wiry kid who has seen a number of battles on multiple fronts and has somehow emerged unscathed. Some higher power is watching over him.

Cth

STR 15 **DEX** 14 **INT** 12 **CON** 13
SIZ 10 **APP** 09 **POW** 17 **EDU** 10
SAN 85 **Hit Points:** 11

Damage Bonus: +1D4

Skills: Climb 77%, Close Combat 57%, Demolitions 59%, Fieldcraft 67%, First Aid 33%, Heavy Weapons (Machine Gun) 26%, Listen 35%, Martial Arts 5%, Military Doctrine 8%, Parachute 40%, Pilot Boat 9%, Radio Operator 40%, Scrounge 60%, Spot Hidden 35%, Submachine Gun 27%, Survival 67%, Tactics 25%, Throw 31%.

Language Skills: English (Own) 60%, French 40%.

Weapons: *9mm Automatic* (Handguns) 24%, damage 1D10, atts 2, base range 15 yds.

M-1 Assault Rifle (Rifle) 30%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

Under-slung Grenade Launcher (Grenade Launcher) 25%, damage 4D6/4y, atts 1/2, base range 150 yds.

Punch (Fist) 53%, damage 1D4+1D4, atts 1, base range Touch.

Grapple (Grapple) 30%, Special, atts 1, base range Touch.

Equipment: *9mm automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), *2× Mk.II Pineapple Grenades*.

Sav

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d4, Fighting d6, Knowledge (Demolitions) d4, Notice d8, Shooting d8, Stealth d6, Streetwise d6, Survival d8.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4); **Sanity:** 7.

Hindrances: Loyal, Small, Stubborn.

Edges: Brave, Dodge, Great Luck.

Gear: *Dust Body Armour* (6), *M-1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto), *BCRA Fighting/Garrote Knife* (Str+d4+Poison/Strangle).

Lieutenant Percy Smythe-Butler, Age 38

He attended Eton and Cambridge–both of which kicked him out. It was only his father's influence as an Earl that got him through university in the end. Percy was never a well-behaved lad. He took to drinking and gambling and watched his family lose everything but their name when the stock market crashed in 1929. Now, they were titled aristocracy with no money to back it up. Smythe-Butler became a card shark. His father cast him out and he lived alone in London making his way through the 1930s with a headful of gin and a lucky streak a mile wide. He did not much care when the Germans invaded Poland. He went to his father's funeral after the man died in that same year, but he did not cry.

Still, Percy always knew he had not lived up to his father's image let alone his name. He was a rake, a joke in London's better circles. When Hitler declared war on England. Percy decided it was his moment to grow up. He joined immediately, fighting his way through, and back out of France. He has been at war for seven years, but there are still occasional flashes of the cocky kid he used to be. Mostly, now, he wishes he had listened more to his father and wasted less of his life. Like many solders, he does not expect to see the end of the war.

A rakish but tired looking man. He has been in the war for too many years, and does not expect to see the end of it. He approaches battles like someone with a cavalier attitude and little fear of death.

Lt. Smythe-Butler Pilots the MCW M3A "Mickey"

Cth

STR 12 **DEX** 12 **INT** 15 **CON** 13
SIZ 11 **APP** 14 **POW** 09 **EDU** 15
SAN 45 **Hit Points:** 12

Damage Bonus: none.

Skills: Artillery (Direct) 55%, Climb 58%, Close Combat 42%, Command 14%, Credit Rating 16%, Demolition 14%, Dodge 49%, Fast Falk 45%, Fieldcraft 57%, First Aid 32%, Library Use 45%, Listen 50%, Martial Arts 23%, Mechanical Repair 23%, Parachute 40%, Photo-Interpretation 31%, Physics 41%, Pilot (Walker) 50%, Submachine Gun 60%, Survival 60%, Tactics 63%, Throw 53%.

Language Skills: English (Own) 75%.

Weapons: *9mm Automatic* (Handgun) 59%, damage 1D10, atts 2, base range 15 yds.

M-1 Assault Rifle (Rifle) 34%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

Under-slung Grenade Launcher (Grenade Launcher) 25%, damage 4D6/4y, atts 1/2, base range 150 yds.

Punch (Fist) 55%, damage 1D4, atts 1, base range Touch.

Grapple (Grapple) 27%, Special, atts 1, base range Touch.

Equipment: *9mm automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), *MCW M3A "Mickey"* (40 shells for 75mm Howitzer).

Sav **Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Driving d8, Fighting d6, Gambling d6, Knowledge (London Geography) d4, Notice d6, Persuasion d6, Shooting d8, Taunt d6.

Charisma: 2; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6); **Sanity:** 8.

Hindrances: Arrogant, Loyal, Quirk (Shuffles cards one-handed while nervous).

Edges: Alertness, British Pluck, Charismatic.

Gear: *Dust Body Armour* (6), *M-1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto), *M3A Mickey*.

These are some quality soldiers that I would stand alongside of in any battle. I applaud their commanding officers.

—Capt. Harris

Captain Walter Miner, Age 43

Miner is 43, the oldest man in his unit and a Veteran of North Africa, Italy, Normandy, Zverograd and other theatres. He never wanted to go to war. He got in line with everyone else because it was the right thing to do, but Miner's grandfather fought in the Civil War and his older Brother was at the Somme. Miner did not have any illusions about what soldiers went through. He was not the wide-eyed recruit wars so desperately depend on.

Miner is educated. He came from an upper middle class family in Kansas and attended university at Columbia. He went on to earn his PhD in philosophy and speaks fluent German, Latin and French. A thinker, he is always assessing his men's chances for survival. He puts them first, because they are the only family he has over here. He writes to his wife, and thinks of his two girls, but that seems like someone else's life now. He and Percy have gotten to be best friends, pushed together by a common, morbid cycle of thought that tells them it is the toss of a coin that determines who lives or dies in this war.

A grizzled and educated man, Captain Miner is beloved by his soldiers. He tries to keep them alive and make them see the better parts of life. At this point, he has buried a few too many and his former life with his wife and daughters seems like memories from someone else.

Cth

STR 14	**DEX** 13	**INT** 16	**CON** 14
SIZ 12	**APP** 11	**POW** 12	**EDU** 14
SAN 60	**Hit Points:** 13		

Damage Bonus: +1D4

Skills: Climb 66%, Close Combat 34%, Command 55%, Credit Rating 50%, Demolitions 27%, Fieldcraft 63%, First Aid 34%, Heavy Weapons (Light Mortar) 45%, Heavy Weapons (Machine Gun) 21%, Martial Arts 5%, Military Doctrine 49%, Parachute 40%, Persuade 55%, Pilot (Boat) 14%, Submachine Gun 23%, Survival 51%, Tactics 53%, Throw 60%.

Language Skills: English (Own) 70%, French 40%, German 40%, Latin 40%.

Weapons: *9mm Automatic* (Handgun) 75%, damage 1D10, atts 2, base range 15 yds.

M-1 Assault Rifle (Rifle) 60%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

Under-slung Grenade Launcher (Grenade Launcher) 35%, damage 4D6/4y, atts 1/2, base range 150 yds.

Punch (Fist) 54%, damage 1D4+1D4, atts 1, base range Touch.

Grapple (Grapple) 35%, Special, atts 1, base range Touch.

Equipment: *9mm Automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), 2× *Mk.II Pineapple Grenades.*

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Investigation d4, Knowledge (Battle) d8, Knowledge (Philosophy) d6, Knowledge (Theology) d4, Notice d6, Persuasion d6, Shooting d8, Survival d4, Swimming d4.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 11(5); **Sanity:** 7.

Hindrances: Heroic, Loyal, Vow (Minor—Serve US Army).

Edges: College Boy, Command, Command Presence, Inspire, Rank (Officer), Tactician.

Gear: *Dust Body Armour* (6), *M-1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto), *Victory Machine Gun* (30/60/120, 2d8, RoF 3, 250 shots, AP2, Auto).

Sergeant Reiner Heinzi, Age 28

Born in 1919, Heinzi caught the tail end of anti-German sentiment after the First World War. His family was not treated well in Los Angeles, where he grew up, and he took it personally. Before the Second World War rolled around, he had something to prove. Heinzi was the first to sign up in his high school. He joined the army at 17, lying about his age. He was stationed at Pearl Harbour when it was attacked and never forgot. After that, he volunteered for the marines and saw combat at Guadalcanal and Peleliu.

The jungles were hot. He had never seen anything like it. Men died as much of sickness as they did of wounds. The Japanese came on in waves glad to die for their Emperor. Whatever Heinzi thought he had to prove, he does not feel he has to prove it any longer. When the Rangers called for any men who spoke German, Heinzi transferred right away. The Pacific was hell, his friends were all KIA, wounded or went home. At least, he thought, he could do some good as an interpreter. He became much more than that. He is the team's ace-in-the hole time and again. His accent is flawless. His parents spoke nothing but German. He has saved the unit more than once. Heinzi is no longer the German kid being picked on by the block bullies. Sometimes, he wishes he was. That world was much easier than the world at war.

A thin wiry man with a hint of Aryan blood in his sandy blonde hair and blue eyes, Heinzi is a bitter man who has seen too much of the war, but knows that the missions he is sent on, and his fluency in German is too valuable to the Allies. He does not have anything to prove, and just would like to see the war end.

Cth

STR 12 **DEX** 12 **INT** 13 **CON** 16
SIZ 14 **APP** 13 **POW** 11 **EDU** 10
SAN 55 **Hit Points:** 15

Damage Bonus: +1D4

Skills: Climb 47%, Close Combat 38%, Command 9%, Cryptography 41%, Demolitions 18%, Dodge 42%, Fieldcraft 30%, First Aid 36%, Martial Art 8%, Military Doctrine 21%, Parachute 40%, Photo-Interpretation 21%, Photography 40%, Pilot 16%, Spot Hidden 65%, Submachine Gun 18%, Survival 24%, Tactics 28%, Throw 30%, Track 32%.

Language Skills: English (Own) 50%, German 60%,

Weapons: *9mm Automatic* (Handgun) 26%, damage 1D10, atts 2, base range 15 yds.

Springfield M-1 (Rifle) 70%, damage 2D6+4, atts 1/2, base range 160 yds.

Punch (Fist) 55%, damage 1D4+1D4, atts 1, base range Touch.

Grapple (Grapple) 34%, Special, atts 1, base range Touch.

Equipment: *9mm Automatic* (with 3 magazines), *Springfield M-1 Sniper Rifle* (with 4 magazines), *2× Mk.II Pineapple grenades*.

Sav

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Skills: Fighting d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d10, Stealth d6, Survival d4, Taunt d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6); **Sanity:** 10.

Hindrances: Doubting Thomas, Mean, Outsider.

Edges: Brawny, Marksman, Rank (NCO).

Gear: *Dust Body Armour* (6), *M-1 Assault Rifle* (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto), *Springfield M-1 Sniper Rifle* (30/60/120, 2d8, RoF 1, Shots 15, AP 1, Telescopic Sight).

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